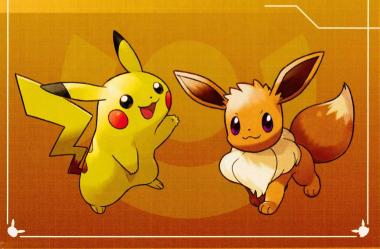




Official Trainer's Guide & Pokédex















"We will grind you down with our superior power!"

Agatha

"I'll show you how a real Trainer battles!"







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Indigo Plateau

Pewter City

Pallet Town

Cinnabar Island



Challenge the Gym Leaders at these Gyms to collect Badges in the cities you visit.



Visit these locations to completely heal your Pokémon for free.



Buy all sorts of helpful items at these shops, such as Poké Balls and Potions.



Teach your partner Pokémon different unique moves at



Talk to your rival's sister in Pallet Town to check how much your Pokémon love you.

At this facility on Route 5. leave a Pokémon to level up, or do some Hyper Training (p. 125).



Madam Celadon can predict the Nature of wild Pokémon vou'll encounter (p. 388).

Viridian City

Pokémon Center

· Pokémon Gym

• Trainers' School

Poké Mart



Visit this complex in Fuchsia City's Safari Zone to catch Pokémon you've sent to your game from Pokémon GO.



Talk to Madam Memorial on the Indigo Plateau to remind your Pokémon of moves they forgot or to teach them moves they did not learn.

Pallet Town · Oak Pokémon

Research Lab · Love Checker



Purchase Mega Stones from this man who appears at the Pokémon League after you've become Champion.

Cerulean City

- Pokémon Center Pokémon Center
 - · Poké Mart · Pokémon Gym Partner Move
 - Tutor
 - Cerulean Cave

Vermilion City Pokémon Center

- Poké Mart
- · Pokémon Gym Vermilion Port
- · S.S. Anne

Lavender Town

 Pokémon Center · Poké Mart

- · Pokémon Tower Pokémon House
- Pokémon Fan







certain Pokémon Centers.

Pewter City



• Pewter Museum

of Science • Pewter Crunchies Seller

Club

Below is the map of the Kanto region, where you'll embark on your adventure to challenge the Pokémon League. The cities, towns, routes, caves, and other key locations are shown. Routes are labeled in red, while other important locations are labeled in pink. Information about key facilities located in each town can be found below and beside the map.





Celadon City

- · Pokémon Center
- · Celadon Department Store
- · Pokémon Gym · Rocket Game Corner
- · Fortune Teller
- Partner Move Tutor
- GAME FREAK Office

Fuchsia City

- · Pokémon Center
- · Poké Mart
- · Safari Zone
- · GO Park Complex Burrowing Diglett · Partner Move Tutor
- · Pokémon Gym
- · Pokémon Center · Poké Mart
 - · Pokémon Gym

Saffron City

. Silph Co. • Fighting Dojo

- Cinnabar Island · Pokémon Center · Poké Mart
- · Pokémon Gym
- · Cinnabar Lab
- Pokémon Mansion

Indigo Plateau · Pokémon Center

- Poké Mart
- · Pokémon League
- Move Reminder · Mega Stone Seller

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Welcome to the World of Pokémon!

The Pokémon world is similar to ours in many ways, but it has one huge difference: the existence of creatures called Pokémon! Pokémon are found in just about every corner of this world—lush forests, yast oceans, and rocky cayes. Humans and Pokémon live tocether and helo each other thrive.





What Is a Pokémon Trainer?

Pokémon Trainers are people who love Pokémon so much that they dedicate themselves to catching, training, and battling with them. Battling together with your Pokémon helps you better understand each other—and lets you learn and grow together. Nothing is impossible when people and Pokémon work together!

Catching Pokémon

Pokémon Trainers have the chance to catch new Pokémon whenever they meet them in the wild. Pokémon are caught in special devices called Poké Balls, which comfortably hold them. You can have up to six Pokémon in your party to use in battle. The rest will be stored in your Pokémon Box, which you can easily switch Pokémon in and out of [p. 118].





Battling with Pokémon

Pokémon seem to enjoy battling alongside their Trainers, like a sportf When Trainers meet, it almost always means they II have a battle. Usually Pokémon battles start with each Trainer sending out one Pokémon at a time, and the Pokémon take turns using moves to by to win. Moves have many different effects, and becoming a great Trainer means learning how and when to use the rioth moves (o. 131).



Completing the Pokédex

The Pokédex is a high-tech device that records data about any new Pokémon you catch. New Pokémon are always being discovered, and many Trainers on Pokémon to complete thier Pokédex and learn more about these diverse and wondrous creatures. If you want to be a great Trainer, try to catch 'em all and complete your Kanto Reoloin Pokédex (p. 119!)



\ Trading Pokémon

You can also obtain new Pokémon by trading with certain characters in the game and with other players (p. 120)! Some Pokémon are exclusive to certain versions of the game (p. 20), so trading will be necessary to complete your Pokédex. Traded Pokémon also grow a bit quicker than Pokémon you catch yourself, calning more experience after ever battle.

The Pokémon League

Many Pokémon Trainers dream of challenging the Elite Four and becoming the Pokémon Laque Champion. To reach this lofty goal, they must prove themselves at elight Pokémon Gyms around the region. Pokémon Gyms are run by powerful Trainers known as Gym Leaders, who hand out Gym Badges to those who prove themselves worthy. Try to collect all elight Gym Badges to be able to take on the Pokémon Laque for yourself.



Pokémon Basics

Every Trainer has to know what makes each Pokémon unique and how to help them grow. Read on for a quick introduction before you dive into your adventure!

Pokémon have types

Every Pokémon can have one or two of 18 possible types. These types—such as Grass, Fire, and Water—interact with each other in different ways. An easy way to think of it is like a game of rock-paper-scissors. Fire-type moves are strong against Grass-type Pokémon because fire burns up grass. However, Fire-type moves aren't very effective against Water-type Pokémon because water puts fire out! To learm more about how to be super effective with types, turn to page 123. The complete type matchup chart can be found on page 399.





Pokémon have stats

Every Pokémon has six stats: HP, Attack, Defense, Special Attack (Sp. Atk), Special Defense, (Sp. Deh, and Speed. These stats are a big part of how your Pokémon will do in battle. A Pokémon with higher Speed gets to move first in battle, while a Pokémon with high HP can take more hits before it faints.



Pokémon grow stronger

When you catch a Pokémon, or when an opponent's Pokémon faints in battle, all of the Pokémon in your party that haven't fainted will gain experience. This experience is measured in Experience Points (Exp. Points), When a Pokémon gains enough Exp. Points, its level goes up. When a Pokémon's level goes up, its stats often increase, and it may also learn a new move—or even several at once!



All of your party will get Exp. Points after a battle, but Pokemon that



Pokémon learn moves

Pokémon can learn up to four moves to be used in battle. This limited numbéron means you'il need to think carefully about which moves, you want your Pokémon to know. Most Pokémon learn moves as they level up or evoive, but they can also be taught moves through the use of items called TMs (p. 387) or even by Madam Memorial (p. 131) later in the game. Your partner Placation or Evere can also be taught rare moves by a character known as the Partner Move Tufor (p. 387).

The moves Pokémon can learn for battle will also be affected by your Pokémon's stats. There are three kinds of moves: physical, special, and status moves. Pokémon with high Attack deal more damage with physical moves, but Pokémon with high Defense will take less damage from those physical moves. The same is true of \$0. Att and \$0. Def when it comes to special moves.

	Physical moves	Special moves	Status moves
What they are	Moves that deal physical damage to a Pokémon	Moves that deal special damage to a Pokémon	Moves with other effects, such as boosting stats or causing status conditions (p. 133)
Making them stronger	Use a Pokémon with a high Attack stat	Use a Pokémon with a high Sp. Atk stat	Status moves usually have fixed effects and don't get stronger
Defending against them	Use a Pokémon with a high Defense stat	Use a Pokémon with a high Sp. Def stat	Some Pokémon are immune to certain status conditions

○ \ Pokémon evolve

Once certain Pokémon reach a high enough level, they will evolve and become a new species of Pokémon. Not only does this change the way the Pokémon looks, but it also increases the Pokémon's stats greatly. It may even change the Pokémon's types. But not every Pokémon can evolve, and some Pokémon need the use of certain frems or other conditions to evolve. The Kanto Region Pokédex (p. 161) has more details. Explore Kanto and see what new Pokémon you can obtain through Pokémon Evolution!



Your Pokémon and You

In Pokémon: Let's Go, Pikachu! and Pokémon: Let's Go, Eevee!, you can travel together with your Pokémon in all kinds of exciting ways! You can choose a Pokémon from your team to follow you on your adventure, and you can even ride on some of these Pokémon!

Traveling together

Choose one of the Pokémon on your team and let it out of its Poké Ball to have that Pokémon travel with you on your journey! While a Pokémon is traveling with you, you can check on it to see how it's feeling about the area, your recent battles, recent Pokémon you've caught, and more. The Pokémon you're traveling with can also occasionally find helpful items, so be sure to check in on them often (p. 144)!





Riding on Pokémor

When you let some Pokémon out of their Poké Balls, they won't follow behind you—they'll actually give you a ride! Depending on the Pokémon you choose, you may be able to move faster across the land, sail across the water to reach new places, or reach Pokémon that are flying high up in the air! Ride on Pokémon to get where you're going faster and explore new parts of Kantol Learn more about riding on Pokémon on page 144.











As you work together with your Pokémon to bring out each other's full potential, the bond of trust between you will grow stronger. This is called love. Love increases from interacting with a Pokémon while it's walking with you but also from things like making sure it doesn't faint in battle and using items on it. Pokémon with high love gain a number of benefits in battle (p. 129), so take good care of your Pokémon!

Adventuring in Kanto

The Kanto region is full of all sorts of things just waiting to be found, even if you're a Trainer who's visited the region in the past!

Finding items

As you travel across Kanto, you'll likely come across what look like Poké Balls lying on the ground. These can contain a variety of different items—maybe even several of the same item at once—but you work know what until you pick them up! You can get anything from Potions to restore the IP of your Pokémon to TMs that can teach your Pokémon new moves. Items in the field will be shown on each area's map, and you can find a list of all the items in these games in Items, starting on pace 389.



Hidden items

In addition to the regular items you can spot while on your adventure, there are also items that are on the ground but can't be seen. These hidden items can be picked up, too, but you'll have to do a little more work to find them. The trick is to watch your partner Pokémon's tail. When it starts wagging, you know an item is near—whether you can see one or not! Learn more on page 143.



Obstacles in Your Way

Adventuring as a Pokémon Trainer means going off the beaten path and traveling through forests, caves, and beyond. That also means that sometimes you're going to encounter obstacles that may stop you from reaching some parts of the game until later on. Ledges that can be hopped down but not back up, small trees that block you, and bodies of water are common obstacles you'll run into on your adventure.

areas of the world and get around easier.



Clear small trees out of your way to open new paths



Instantly travel back to towns vou've been to before





Push heavy blocks around

Sea Skim



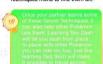
Travel across bodies of water to reach new areas





Light up pitch-black places, such as caves

Once your partner learns a Secret Technique, you can use it by interacting with certain objects in the field, such as choosing to use Chop Down after investigating trees. You can also use Sky Dash from the Town Map. Otherwise, open the main menu with ® or the equivalent, then select the icon of your partner at the top of the screen. From there, choose the Secret Techniques menu to find them all!







How to Play

Pokémon: Let's Go. Pikachu! and Pokémon: Let's Go. Eevee! are ready to go with you wherever you go. Choose the play mode and controller setup that works best for you.

Take your game with you wherever you go by playing in handheld mode! When your Joy-Con™ controllers are attached to your system, you'll use the buttons on both Joy-Con controllers to play your game.



- Move/select Open main menu (X) Talk/confirm
- Cancel/quit
 - (B) Navigate sub (Y)/+/R) menus, etc.



If you want to take a more active approach, snap out that stand, slide off a Joy-Con. and try playing in tabletop mode. Or, by docking your Nintendo Switch™, you can enjoy Pokémon: Let's Go. Pikachu! and Pokémon: Let's Go. Eevee! on your TV screen!





When playing in either of these two modes, you have the choice of playing either with one of your Joy-Con controllers or with the Poké Ball Plus, if you have one.



Detach either your right or left Joy-Con to play with one hand or to play with a Support Trainer (which you can read more about on the next page). The controls will depend on which Joy-Con you're playing with.

Left Joy-Con

menus, etc.

Move/select Open main menu Talk/confirm Cancel/quit Navigate sub

\$/@/C

Joy-Con controls

menus, etc.

Top Button

Press

Right Joy-Con Move/select Open main menu Talk/confirm

Cancel/quit Navigate sub







using the inputs shown on the right.

Poké Ball Plus controls

The Poké Ball Plus is a special device that can be used as a controller for Pokémon: Let's Go. Pikachul and Pokémon: Let's Go. Eevee! But that's not all it can doyou can also use it to take your Pokémon for a stroll, earning rewards and helping them grow (p. 157). If you're using it as a controller, you'll be able to control your game Move/select

Open main menu Talk/confirm Cancel/quit Navigate sub

Top Button Shake device menus, etc.

Connect your game with Pokémon GO!

You can connect your game to a Pokémon GO account belonging to you or your family to send Pokémon from the app to your game, If you're using the Poké Ball Plus to play Pokémon: Let's Go, Pikachu! or Pokémon: Let's Go, Eevee!, it can also work as a Pokémon GO Plus to play Pokémon GO! Learn more about what this device can do by turning to page 157.

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Support Play



Have another player join in on your adventure with Support Play! When you see (iii) on the screen, you can have another player join you. Use a Poké Ball Plus or detach one of your Joy-Con controllers, then hand one to them and have them shake it. Once they appear in your game, they'll be able to join the fun with you!



Travel togethe



A Support Trainer can run around with you, but they won't be able to trigger story events, Pokémon encounters, or batties against other Trainers in the field. They won't be able to pick up items or take you out of the current area you're in. You're still the star of this show!

Catch togethe



Your Support Trainer can throw Berries or Poké Balls with you when you encounter wild Pokémon. If you both throw your Poké Balls in sync, you'll be more likely to catch the wild Pokémon! Have another player help you out against Pokémon you simply can't seem to catch.

Battle togeth



A Support Trainer can join you in most battles you face, turning them into a 2-vs-1 matchup! They will get control of the second Pokémon in your party and will be able to choose moves for them.



Your Support Trainer will help you in less obvious ways, tool When you're playing together with another player, you Pokemon will get a little extra Exp. Points for every successful catch you make together!

Multiple Save Files

Even when you aren't playing together, your family can all enjoy Pokémon: Let's Go, Pik:achu! and Pokémon: Let's Go, Eeveel'You can each save your own game by saving your progress on your own user accounts. You can have up to eight user accounts on a Nintendo Switch system.

Creating new user accounts

- Select System Settings on the HOME Menu.
- 2. Scroll down to find Users, then select Add User on the right side of the screen and click Next.
- 3. Select an icon to represent your new account, or create a Mii.
- 4. When prompted, enter your nickname and select OK twice to finish.
- Choose to link an existing Nintendo Account or create a new one—or press Later to create a user without using a Nintendo Account.

Starting Your Game



Now that you know all about what you can do in these games, it's time to get started! When you open *Pokémon: Let's Go, Pikachul or Pokémon: Let's Go, Eeveel* from your HOME. Menu the first time, you will need to choose a language that you wish to play in. You can choose from English, Spanish, French, German, talian, Japanese, Korean, Simplified Chinese, or Traditional Chinese. But once you choose a language, you won't be able to change it later.



f you select a different user account and start up the game, you can

How to delete a save file

So what if you want to delete your game for any reason? You'll do that through System Settings on your Nintendo Switch. But once you delete your data for any user account, it and everything from your game will be gone forever—so think carefully before you do!

- 1. From the HOME Menu, select System Settings.
- 2. Scroll down to Data Management.
- 3 Select Manage Save Data/Screenshots and Videos, then select Delete Save Data.
- Choose the game, then choose to either delete the save data linked to a specific user account or delete all save data for the software. Confirm that you really want to delete your data if you're sure!



Choosing an appearance and name

Once you start a new game and get your first introduction to Professor Oak, you'll be able to choose what you want your player character to look like. Choose the appearance that fits you, and then enter a name. Just remember that you won't be able to change these settings later unless you start a new save file!

Navigating Menus

Once your adventure begins, you'll be able to access the main menu by pressing ③ (or the relevant button on the controller you're playing with). The options you can select will increase as you progress through the game.





progress—there is no autosave feature in these games

Options

You can also open Options when you have the main menu open, Press © or use the equivalent input to open them. Here you can choose to adjust your gameplay in various ways, such as disabling battle effects or enabling movie skipping if you want to move more quickly through your adventure. Or you can change your battle skyle to Set if you want a bit of extra challengel

What's in your Bag?

A Trainer's Bag is an essential aid in their journey! Inside it, you'll find items sorted automatically into different pockets.

Beneath these pockets, you will also find some Key Items that will come in handy throughout your adventure. These include the Town Map (which shows where in the region you are), items you can sell for cash, and more!





Version Differences

our Partner Pokémon

The biggest difference between each game version will be the partner Pokémon that will be with you throughout your adventure. In Pokémon: Let's Go, Pikachi, you'll be paired with Pikachu, a Pokémon that specializes in Electric-type moves—though this Pikachu can also learn some unique moves of other types, too. In Pokémon: Let's Go, Eeveel, your partner Pokémon will be the Normal-type Eevee—and this particular Eevee can learn a lot of moves of different types. besed on the many was other Eevee can evolve.

Check out all the exclusive moves each partner can learn.

Version-exclusive outfits

In these games, both you and your partner can dress up in special outfits, and some of them will be exclusive to one version or the other. To check out the Pikachu- or Eeveethemed outfits you'll be able to get, turn to the section beginning on page 146.

Version-Exclusive Pokémon

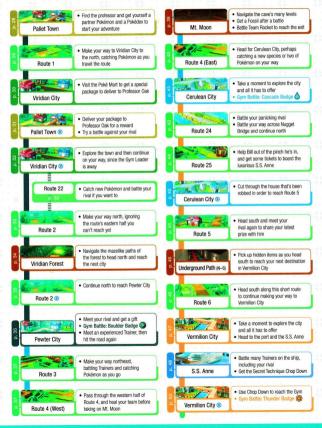
While the adventures that unfold in *Pokémon: Let's Go, Pikachul* and *Pokémon: Let's Go, Eeveel* follow the same general path, some Pokémon can only be caught or received in one version of the game or the other. If you hope to obtain every last Pokémon vou!! need to trade (n. 120) with a nonther player who has a different version!



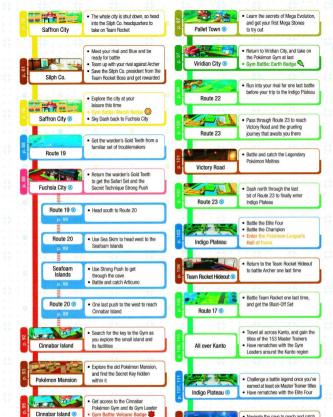


Recommended Route

This recommended route through your adventure shows you the places you'll need to go to reach the Pokémon League as well as some locations you don't have to visit but you might want to check out! If you get stuck along the way and don't know where to go next, follow it to get back on track. Locations will be marked with @ when you're returning after your first visit, Locations that are indented are optional, so check them out if you want more to do!











Route 21

Viridian City @

 Sea Skim north to reach Pallet Town and then Viridian City

 Meet your rival and then head back to Pallet Town together since you

can't get into the Gym

 Visit the GAME FREAK office to get your Diploma and a Shiny Charm for completing your Pokédex

These are activities you can do over and over as you progress through your adventure. For those that can be repeated once a day, keep in mind that days are calculated by the time set on your Nintendo Switch system, with a new day starting every time it becomes 12:00 a.m.!





Buy one bag of Pewter Crunchies for ₽500 from the man in the Pewter City Pokémon Center once per day.



Battle against Mina

Battle Mina daily at Vermilion Port after the S.S. Anne sets sail to receive a Bottle Cap.



Watch a woman's Slowpoke for her to earn a Big Pearl

once per day.

Slowpoke babysitting in Pewter City

Get a Nugget in Fuchsia City

Visit the Diglett in the warden's house to receive a Nugget once per day (after obtaining the Secret Technique Strong Push).



Battle Kanto's Gym Leaders

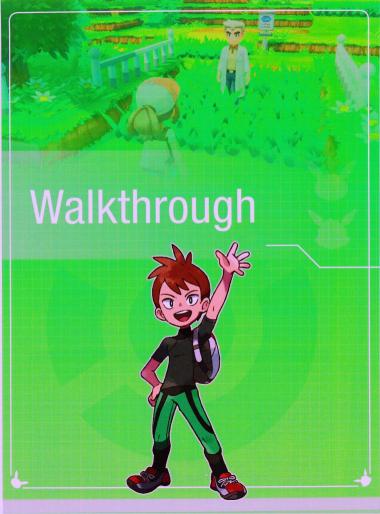
After entering the Hall of Fame, visit Kanto's Gym Leaders for a daily rematch. They'll be much stronger this time around!



Take on the Elite Four

Return to the Pokémon League and battle the Elite Four again to defend your Champion title as many times as you like!





Understanding the Walkthrough

This walkthrough will guide you through all the steps you need to complete to become a Pokémon League Champion while also pointing out extra things you can do—optional events, items to get, and more!



Mans

Every time you reach a new area, you'll be presented with a map of it. If there are items you can find in the area, those items will be listed in tables. Tables with red headers list items you'll see on the ground. In the game, these items look like Poké Balls. Tables with purple headers mark hidden items your partner can help you find (p. 143). Blue tables list items you can buy at shoos.



On maps, important features will be labeled:

These icons mark Coach Trainers you can battle. More on them on the next page!

These circles mark Trainers you can battle, and the number of sections filled in shows how many Pokémon they have.

These numbers match up to the steps you can complete in each area. Numbers like show steps you'll complete on future revisits to an area.

These mark locations where you'll find items sitting on the ground, but remember that there may be hidden items to find, too. The fun is in finding them for yourself!

Red labels point you to places where you can heal your team.

Blue labels point you to places where you can buy items.

There are icons under the area names to show you which Secret Techniques (p. 16) you need to fully explore the area and collect every last Item. Don't worry if you don't have the Secret Techniques when you first visit an area—you can always come back later!

Pokémon encounters

Below each map, you'll see the Pokémon you can encounter in that area.

Some Pokémon appear more often in one version of the game than the other. The yellow circle shows how likely the Pokémon is to appear in Pokémon: Let's Go, Pikachul The brown circle shows how likely the Pokémon is to appear in Pokémon: Let's Go, Eeweel

In some locations, you can encounter unusual species by building up Catch Combos! They'll be listed in these boxes, so turn to page 117 if you want to know more.



These Pokémon appear on the surface of water.

Magikarp

Magikarp

These Pokémon appear inside caves or buildings.

© frequent ○ common △ average
☆ rare ★ almost never — does not appear

Here are the names and types of the Pokémon you can encounter. (See page 399 for the complete type matchup chart.)

The colors and patterns here show where the Pokémon appears. You'll be able to encounter Pokémon on the sea or in the sky after reaching certain milestones in

Star icons indicate a species that can only be caught in this area, so try to catch one before you leave if you want to complete your Pokédex!

These six symbols you see in the yellow or brown circle show how likely you are to encounter each Pokémon. This key will appear each time there are Pokémon to encounter. This is a battle box! These boxes will help you prepare for some of the major battles during your adventure by showing you who you're about to battle and what their team lineup is.



Sometimes an opponent might have different Pokémon on their team based on which version of the game you're playing.

These are the Pokémon vou'll be facing. Check out their levels. their types, and the types of moves they'll be weak to!

You'll meet special Trainers called Coach Trainers that you can choose to battle if you want to claim extra rewards (p. 136).

Read the tins

need a bit of

help winning

the battle!

here if you

These boxes also have some tips to help you with the battle.

Plus, you can see what Pokémon you'll have to defeat to get the reward listed at the bottom of the battle box!





These boxes highlight Pokémon you can catch in the area. They might be new species you haven't encountered before, or Pokémon that could come in handy in upcoming battles. Their types are shown with them, as well as a general idea of how difficult they tend to be to catch!







START > Pallet Town > Route 1

Pallet Town











Have a look around your room. and you won't have to go far before you get a visitor. Your rival's here to remind you that today's the day you get your own Pokémon!



- so explore Pallet Town for a him, head up to the north end of town



You'll barely have a chance to talk with the professor before a wild Pokémon dashes out to meet you! Follow the instructions in the game on how to ready a Poké Ball, and give it a throw to try to catch that Pokémon! There's lots more for you to learn about catching Pokémon on page 114.

Caught it! Or did you? Follow that bouncing Poké Ball to the lab, and claim your partner at last! You'll have the chance to give it a nickname and then check it out in your newly acquired Pokédex.



The open route waits before you! Head outside and you'll get one last gift from your mom-a Town Map! Now that you'll never really be lost, let's go to Route 1.





Route 1







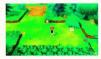




Now your adventure truly begins! Run through the grass along the route toward Viridian City, catching Pokémon along the way to build up your team!



Just before you reach the city, your partner will find a little something for you in the bushes. Pokémon traveling with you will often find items like this one (p. 143).





Catch these Pokémon, and they'll come in handy for your first Gym battle!













	Poké Ball	₽100
	Potion	₽200
	Antidote	₽200
	Burn Heal	₽300
	Ice Heal	₽100
	Awakening	₽100
	Develop Heal	0000

Hidden Items

Some suspicious characters are blocking the way to Viridian Forest! So why not visit the Trainers' School to learn more about being a Trainer?



2 There's a clerk outside the Poke Mart, but what could he want? Talk to him and he'll give you a special request to head back to the lab in Pallet Town. Deliver the parcel to Professor Oak to get some Berries, and you'll run into your rival. It's time for your

very first Trainer battle!









bonuses (p. 123) for a quick win!

As you leave Pallet Town, you'll get a gift from your rival's sister. The outfit is for your partner, not you! Discover more about dressing up your partner starting on page 146. You'll also learn how to check how your partner's feelling, so try out some partner playtime from the main menu (p. 141).





Talk to your rival's sister
anytime to check the love of
one of your Pokemon! More



Let one of your Pokémon out of its Poké Ball to travel with you (p. 144) as you head back to Viridian City to continue your adventure!





Reward: Potion

Check Out Your Main Menu

Press (3) and check out your main menul Select Party to see the Pokemon in your current party, or open up your Pokedex to learn more about the Pokemon you've seen or caught. The main menu is going to be a key part of your adventure, so get a refresher on page 19 when you need It!



Back in Viridian City, you'll run into your rival and have the chance to heal up your team at the Pokémon Center. Unfortunately, the Pokémon Gym in this city seems to be closed at the moment. When you're ready, you can continue north to Route 2 now that the path is clear—or if you like, you can travel west to Route 22.



Consider a Visit to Route 22



You don't have to visit Route 22 now, but you can if you want to. There are new species of Pokémon you can catch—and an extra battle against your rival! See page 99 for the man of Route 22.

Now that you've caught a good number of Pokemon, why not try sending some to the professor of get Candies (p. 118) if you haven't stream to get Candies (p. 118) if you





Catch Difficulty





Route 2















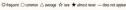














Keep following the path north toward Viridian Forest, catching some new Pokémon, such as Caterpie or Weedle, as you go along.



Partner Powers and Presents

Have you ever seen an icon like this appear in the corner of your screen during battle? If so, your partner may be ready to use a special power to help you out! When it's feeling up to it, your partner Pikachu or Eevee can use special exclusive moves in battle. If you see this icon out on the field, it means your partner may have a present





for you! Learn more about the ways your partner Pokémon can help you on page 142.





Route 2 > Viridian Forest > Route 2 > Pewter City

Viridian Forest

















Potion

Hidden Items Potion

There are many paths to explore in this forest, but to reach Pewter City, head east first, then head north and west to find the exit to this natural maze.





Pewter City





After earning your first Gym Bad		
Great Ball	₽300	
Escape Rope	₽300	
Repel	₽400	
X Attack	₽550	
X Defense	₽500	
X Sp. Atk	₽350	
X Sp. Def	₽350	
X Speed	₽350	
X Accuracy	₽950	
Dire Hit	₽650	
Guard Spec.	₽700	

or the full list of items available at Poké Marts, turn to page 395



Pass through Route 2's north end to reach Pewter City—and your rival! He'll give you some advice and some Potions, too. Explore the city before you rush straight to the Pokémon Gym!

Reward: Potion ×5



Help out this woman to get an item you can sell for profit. You can help her each day like this! Then pop into the museum, or sell your Big Pearl to fund some shopping at the Poké Mart.





Pewter City Pokémon Gym



Most Gyms in the Kanto region have a task you'll need to complete before you can challenge them. In the Pewter City Gym, they want to test your knowledge of type matchups, so you'll need a Watter- or Grass-type Pokémon. You should have one already if you caught an Oddish or a Bellsprout back on Route 1 or 2. If not, you can go back and easily catch one.

GYM BATTLE!

Gym Leader Brock

Brock's Geodude and Onix are both Rock and Ground types. That means they'll take 400% damage from Grass- or Water-type moves. Using Bellsprout's Vine Whij or Oddish's Absorb should take care of his Pokémon with ease. Another wise choice would be Fighting-type moves, since they're also super effective against Rock-type Pokémon. If your parther has learned Double Kick by now, it's a solid option!





TM01 Headbutt

This physical move has a power of 70, plus it can cause the target to flinch. It can be learned by many different Pokémon!

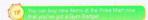






 After claiming your first Gym Badge, you'll get a gift from an experienced Trainer. Once you have it, heal up from your Gym battle at the Pokémon Center, then head east out of town to Route 3.

Reward: Great Ball ×5







Route 3 & Route 4





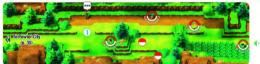












Meet your first Coach Trainer! These Trainers won't challenge you like other Trainers, but choose to battle them to earn valuable rewards. Learn more on page 136.



Reward: Revive



Before you reach Mt. Moon. you'll pass into the west side of Route 4, where another Coach Trainer waits. Battle him, then visit the Pokémon Center before entering Mt. Moon.







Route 4 > Mt. Moon > Route 4

Mt. Moon

















Pearl Revive Potion Revive Rare Candy

Unusual Encounters (Chansey)

B1F E

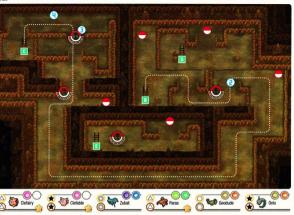
△ average ☆ rare
★ almost never

The path here leads east, then north, then west-just like in Viridian Forest, Follow the labels on the map in alphabetical order for the quickest route, or explore to get more items and experience!



Travel down to B1F by heading down ladder
and then even deeper to B2F by heading down . And what's Team Rocket doing here?





When you run into Super Nerd Miguel, he won't share his Fossils willingly.
Beat him in battle to get either a Helix Fossil to restore into Omanyte (p. 333) or a Dome Fossil to restore into Kabuto (p. 335), You can restore Fossils once you reach the Cinnabar Lab (p. 92)!

Reward: Helix Fossil or Dome Fossil



© frequent ○ common △ average ☆ rare ★ almost never — does not appear

 This troublesome trio won't let you go without a fight this time, so battle Jessie and James to keep moving ahead. Once you defeat them, carry on to ■ and then climb out of Mt. Moon!

nusual Encounters 🗐 🈭 Chansey



Find a Moon Stone in Mt. Moon and you can evolve Clefairy with it! Hidde items can reappear, so comback later to find more!



Mt. Moon > Route 4 > Cerulean City

Route 4 (East)



















Hidden Items

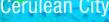
Charmander

It's just a short jog east to Cerulean City now. If you didn't have the chance to get a Charmander on Route 3, try to build up a Catch Combo to encounter this Fire-type Pokémon and add it to your team!





Cerulean City







Super Potion	₽700
Lure	₽400

Rare Candy Burn Heal



Visit this house and the woman inside will give you a Bulbasaur if you've caught at least 30 Pokémon. Bulbasaur will be a big help in the Cerulean City Gym!







2 Talk to the Partner Move Tutor in the Pokémon Center to teach your partner Pokémon some moves only it can learn. While you're there, why not trade a Rattata you've caught for a rare Alolan Rattata (p. 191)?









Cerulean City Pokémon Gym

This Gym's mission is pretty simple; you just need to show the man a Pokémon on your team that's at least Lv. 15. If you've passed this test but are still struggling against the high-level Trainers here, consider strengt half your team on Route 24 and Route 25, where you'll find lots of Trainers and wild Pokémon!



Gym Leader Misty

Misty's a master of Water-type Pokémon, so keep your Fire-, Ground-, or Rock-type Pokémon in your Pokémon Box. If you caught a Pikachu in Viridian Forest, caught a Bellsprout or an Oddish on Route 1, or picked up Bulbasaur in Cerulean City, you should be well equipped to handle Misty's Pokémon, They're weak to Grass- and Electric-type moves, so bust out that Thunder Shock or Absorb! But be careful-Bellsprout, Oddish, and Bulbasaur are all Poison types, which take double damage from Psyduck's and Starmie's Psychic-type moves! A Potion or two might come in handy here!



Cascade Badge











The user shoots boiling hot water at its target. This may also leave the target with a burn. With a power of 80, this special move is great for a Water-type Pokémon!





A CA











Run into your rival in front of the famous Nugget Bridge, and he'll drag you straight into battle!







Hidden Items Pinap Berry ×3

Heal your team at the Pokémon Center if you need to, because you'll have to battle your way across the rest of the bridge next!



moves if you've got a Pidgey or Spearow. Last comes his Eevee or Pikachu, but you know how to beat them by now!





00000

0





This guy is looking to give his Pokémon to a worthy Trainer. This time, you'll need to have caught at least 50 Pokémon. Go catch some more in the grass south of him if you hope to get his Charmander!





















Head east to reach Bill's house, battling plenty of Trainers along the way. Then help Bill out of his pinch. He'll reward you, and you can take a peek at his PC for notes on some very rare Pokémon!













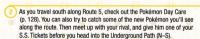






does not appear

- To reach Route 5, you'll have to swing back through Cerulean City. Go into the house that had been blocked before by a police officer. Cut through it to battle a crook and claim a reward. Finally, loop around the town to the next route!









Get these version exclusive Fire-type Pokémon to trade with other players!





Route 5 > Underground Path (N-S) >

Underground Path (N-S)

& Route 6







福養金融
To Route 6
₹ 7
- 22 · · · · · · · · · · · · · · · · · ·
Hems —
Underground Path (N-S)
Repel
☑ Lure
Route 6

C	ltems 🧲
	Underground Path (N-S)
	Repel
V	Lure
	Route 6
	Guard Spec.
	Super Potion
	Paralyze Heal
_	
	Hidden Items

	Underground Path (N-S)
V	Big Pearl*
	Fresh Water*
V	Hyper Potion*
V	Lure*
V	Max Lure*
V	Max Repel*
V	Nugget*
V	Pearl*
V	Potion*
V	Pretty Wing*
	Repel*
V	Super Lure*
Ų.	Super Potion*
V	Super Repel*
	Route 6
V	Rare Candy

Route 6



Progey	A Progentio
△ 🍣 Jigglypuff	Psyduck
-	





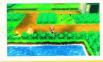




Make your way through the tunnel, picking up items along the way! The hidden items you find here are a bit different than the ones you've found elsewhere, as they can change each time you find them. Keep coming back to see which ones you get!



Once you leave the Underground Path, it's a short jog south along Route 6 to reach Vermilion City! Try catching an Abra along the way, as it evolves into a powerful Pokémon with high Sp. Atk.







Full Heal	₽400
Revive	₽2,000
Super Repel	₽700

turn to page 395.

1	Hidden Items 🦩
V.	Full Heal
	After learning Sea Skirn
V.	Big Pearl
	Pouriso

Explore this port city for all it has to offer-which is new Pokémon for your team! Start by talking to the police officer west of the entrance from Route 6. If you've caught at least 60 Pokémon, she'll let you take the Squirtle beside her.

- Carry on to the Pokémon Center, where you can make a trade for another unusual Alolan regional variant, This time it's Geodude! When you're done there, consider popping in the house next door, where you can get some
- tips from other Trainers.
- In Pokémon: Let's Go. Pikachu!. speak to the Black Belt by the Pokémon Fan Club and you can get a Persian if you've caught five Growlithe! Or get an Arcanine from a Beauty found in the same spot in Pokémon: Let's Go. Eevee!, if you've caught five Meowth.
- Head to Vermilion Port and get a special seafaring outfit before boarding the S.S. Anne. This is the first of several outfits you can obtain on your journey (p. 146)-just select the Clothing Trunk from your Bag whenever you feel like a fresh look!





Vermilion City > S.S. Anne > Vermilion City 000 000 11111 11111







Deck





Kitchen





- Revive Nugget
- Full Heal Elixir Super Potion
- Hidden Items Tiny Mushroom Pinap Berry ×3

Meet some friendly faces and get a treat. Then the ship's yours to explore! Follow the markers on the maps on the next page straight to [1] and then 15 to reach step 2, but you might miss out if you do. Make sure to get all your battling done before reaching step 3-after completing it, you'll no longer be able to challenge the Trainers aboard the S.S Anne!



Whether you've run straight here or explored the kitchen. the outer deck, and the lower floors first, you'll find your rival again at the east end of 2F. It's battle time again!





the last time you battled him-just a few levels higher. Use the same strategies you did before, and you'll be able to win easily as long as you've been leveling up your Pokémon properly.

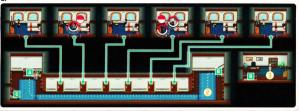


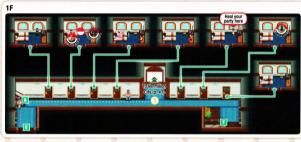














Help the captain out to teach your partner the Secret Technique Chop Down! You can use it in Vermillon City, but the S.S. Anne will leave as soon as you get off, so be sure you've done everything you want to do before you disembark.







Swing into the Pokémon Fan Club and listen to the chairman's boasting to get an outfit inspired by your nartner Pokémon.

Meet Mina, a Trainer who's traveled to Kanto from the Alola region! You can challenge her to a battle once per day. Every time you defeat her, you'll get a Bottle Cap that you can use for Hyper Training (p. 125), too.



Use Chop Down on that inconvenient tree blocking the way to the Vermilion City Pokémon Gym, and you can try to claim your next Gym Badge!







00000



Secret Techniques

Chop Down is the first of five Secret Techniques your partner can learn during your adventure. These techniques will all help you during your quest by opening up new areas and by helping you get around more easily. Chop Down removes pesky trees that are in your way. You've probably seen one or two of them in Viridian City or Pewter City already. You can use Chop Down by walking up to a small tree and pressing (A). You can also check and use Secret Techniques when you select your partner Pokémon's face in the main menu.

Vermilion City Pokémon Gyn





Getting past that tree was the Gym mission here, so you should be all set to take on the Gyml Groundtype Pokémon and moves will have a big advantage, if you have any. Listen to the Trainers for clues on how to disable the two barriers to reach Lt. Surge, or check the answer at the bottom of this box if you're having trouble figuring it out.





000000





Thunderbolt is a great move for an Electric-type Pokémon to learn—or any Pokémon that can learn it! It's powerful and can cause paralysis, lowering the affected Pokémon's Speed and sometimes causing its moves to fall!



Gvm Leader Lt. Surge

While Lt. Surge's Voltorb and Raichu are pure lectric-type Pokémon and weak to Ground-type moves, his Magnemite is also Steel type, meaning it's weak to Fire- and Fighting-type moves as well. Try using the Chemander you might have gotten back on Route 24 (p. 43)! If you taught any of your Pokémon Dig—using the TM you got from that Team Rocket Grunt in Cerulean City—that'll be your best move to use during this battle.

Reward: TM36 Thunderbolt, Lt. Surge's

ANSWER: First examine the trash can to the right of the blue one—then the trash can north of that one!

After leaving the Gym, you'll run into Misty again. She thinks you should check out Diglett's Cave, and she'll take you right there, if you want. If you turn her down, head to Route 11 whenever you're ready.















X Defense

Super Repel







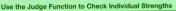


does not appear



You could head straight into Diglett's Cave, but if you've caught at least 30 different species of Pokémon, follow this route to the gate at the far end. On 2F, one of Professor Oak's assistants will give you the Judge function!





Every Pokémon has different individual strengths that influence the growth of its stats-whether growth is low or high varies from stat to stat and Pokémon to Pokémon, Individual strengths can't easily be changed, but with the Judge function, they can be revealed. Learn more about individual strengths on page 125, and use this function to help you decide which of the many Pokémon you've caught you want to raise for your team!





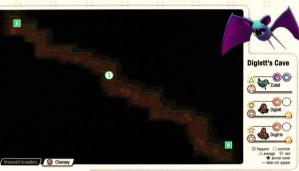
Rattata is weak to Fighting-type moves, such as Double Kick. Just watch out for its Super Fang, which can cut your Pokémon's HP in half.





Diglett's Cave & Route 2 (Revisited)





Top Exit



Head through the cave to Route 2. There's really no way to get lost in here, so simply keep heading northwest as you catch (or dodge) plenty of Diglett!

Turn back to page 33 if you need to refer to the map of Route 2 again to locate any of these steps!



Bottom Exit



Revisits with Chop Down

Now that you're back on Route 2 with Chop Down, try revisiting Viridian City and Pewter City to get some things you weren't able to before. In Viridian City, you can talk to the man sleeping by the water to get TM11 Will-O-Wisp. Use Chop Down in Pewter City to get in the back entrance of the Pewter Museum of Science and claim an Old Amber, which can be restored to a rare Pokémon later (p. 92).

Back on Route 2 again, head south to meet Professor Oak's assistant. He'll teach your partner the Secret Technique Light Up.

> Then take your rival's offer to get whisked right back to Cerulean City. where you can clear the path to Route 9 with Chop Down!









Cerulean City > Route 9 > Route 10

Route 9



























Battle your way through Route 9. Before you dash all the way east, consider looping up north to pick up an Ether. There are plenty of out-of-the-way corners like this on Route 9, if you look for them!

















Carry on east and then south. Just when you see the familiar red roof of a Pokémon Center and think you're ready for a break...think again! Team Rocket is here to ruin your day. With a bit of unexpected help, fight them off!









You can heal up at the Pokémon Center, but then it seems you have reached a dead end. The only way to travel down this route is to head into the depths of the Rock Tunnel!



Rock Tunnel



















)	1	K) Ite
	(8)	100	
-			Repel
non			Escape Rope
ener			Super Potion

Stardust	
Pearl	
Revive	
Dire Hit	

Revive
Dire Hit
Great Ball ×3
Full Heal
Stardust
Cuper Detion

?	Hidden	Items	?
---	--------	-------	---

Z	Revi	ve		
	Sun	or Po	tion	

Use the maps to stay on track through the twisty turns of the Rock Tunnel and find all the items lying about. When you make it through to the south end of Route 10, keep heading south to reach Lavender Town!







Lavender Town

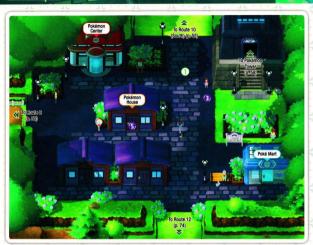












There's a Poké Mart here in Lavender Town, so turn to page 395 if you want to check what items are available!

Once you arrive in town, you'll see your rival head into a tower. Before you follow him, stop by the Pokémon Center to heal up your team and trade a Diglett for an Alolan Diglett there. Then it's off to the Pokémon Tower!

Pokemon: Alolan Diglett





Pokémon Tower



Talk to an old lady on 1F to get a fancy new outfit, then explore to find your rival. But be ready for a battle when you do find

him up on 2F. Reward: Formal Set







Keep climbing the tower till you're driven back by ... a ghost?! You'll get to explore the remaining floors in due time, but for now, leave the tower and head west out of town to reach Route 8.







Reward: Pikachu Candy ×5 or Eevee Candy ×5

V	Hyper Potion	
$\overline{\mathbf{v}}$	Rare Candy	
	75	J
	Hidden Items	

V	Pearl	ĺ
	E COME	3
V	Star Piece	

Ice Stone	
Revive	
Ultra Ball ×3	

Escape Rope TM04 Teleport Full Heal Nugget

Star Piece	
Section 4F	200
Super Potion	
5F	
Big Pearl	
6F	9,0
PP Up	

















3F



4F



5F





7F





Pokémon Tower > Lavender Town > Route 8 > Underground Path (E

Route 8



















Hidden Items
Silver Pinap Berry ×3

After you witness Team Rocket up to no good again, head out along Route 8. The route leads to Saffron City, but the guard at the gate won't let you by. That leaves you with just one option: another Underground Path!

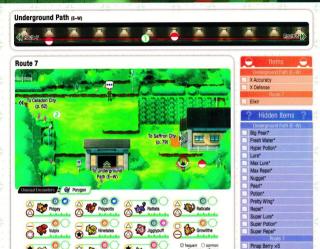




Underground Path (E-W)







Once you head into the Underground Path, remember to look for hidden items. Just like the north-south Underground Path, this one also is chock-full of hidden items that can differ each time you find them.



When you come up for air from the Underground Path, it's only a bit farther west to Celadon City. Catch some Pokémon-like the unusual Porvoon-or rush right in to the big city.



△ average 12 rare

★ almost never

— does not appear



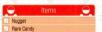
You have a chance to randomly find one of



Route 7 > Celadon City > Team Rocket Hideout Celadon City







TM44 Play Rough Health Candy ×3

Hidden Items

Razz Berry ×5 Fresh Water

Bottle Cap*

Courage Candy L*

Gold Bottle Cap*

Mighty Candy XL*

Courage Candy XL*

Health Candy* Health Candy L* Health Candy XL*

Mighty Candy L*

Courage Candy*

Mighty Candy*

Hidden Items

Nanab Berry Pinap Berry* PP Max*

PP Up* Quick Candy* Quick Candy L*

Quick Candy XL* Razz Berry*

Smart Candy* Smart Candy L*

Smart Candy XL* Tough Candy* Tough Candy L* Tough Candy XL*

fou have a chance to randomly find one of these items at each spor

There are a number of Team Rocket Grunts hanging around, but it's off to the Pokémon Center for you! The Partner Move Tutor there can teach some new moves to your partner. Plus, you can trade for another of those Alolan regional variants!



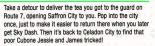




To the west, you'll run into Brock again. He's happy to share some treats with you. You can keep the Pewter Crunchies for your team, but that tea, on the other hand, might be out to better use...

Reward: Pewter Crunchies Tea







3 There's still the Celadon
Department Store left to check
out. Turn to the next page if
you're in the mood to shop, then
go check out the Rocket Game
Corner. What're Jessie and James
doing there? Time to search
for clues!





You can talk to the Team Rocket Grunt by the poster if you're ready to solve the mystery. Turn to page 66 for more help if you do. Or take on the Celadon City Gym (0.65) for some more Exp. Points first!





Like the Underground Paths, the Rocket Game Corner is another location where you can find hidden items that may change. They show up again from time to time, and some of them are very valuable! You might want to mark where on the change to the found they be the street to the control of the







The Celadon Department Store

This huge department store in the northwest corner of Celadon City is full of items you won't find anywhere else! There's plenty to explore here, so go through each floor as you spend your well-earned prize money.















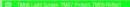




2 Get some rare accessories for your partner at each of the tables on 5F (p. 151).



Check out the vending machines on the roof to get bottles of Fresh Water, Soda Pop, or Lemonade. If you share different drinks with the little girl standing nearby, she will give you three different TMs!









Celadon City Pokémon Gym

The Gym mission here is to show the girl a cute Pokémon. Beauty is in the eye of the beholder, though—so she'ill love any Pokémon you show herl Trainers here use Grass-type Pokémon, lots of which are Poison type, too, so Fire-, Fying-, and ice-type moves are your best bet in battle.





Gym Leader Erika

Unlike her Vileplume and Weepinbell, Eriks' Tangela is only Grass type, so Poison-type moves are super effective against it. But Poison-type moves won't be effective against her other two Pokelmon, so use other super









00000



TM53 Mega Dra

While not the most powerful special move, with a power of 75, Mega Drain restores the user's HP, helping to keep your Pokémon in battle longer. Combine this with another draining move, such as Leech Seed, and your opponent is in for a tough battle!





Team Rocket Hideout





TM05 Rest	
PP Up	
B3F	
TM20 Dark Pulse	
Revive	
X Speed	
Rare Candy	
Hyper Potion	
PP Up	
Elixir	

Hidden Items

Full Heal X Accuracy

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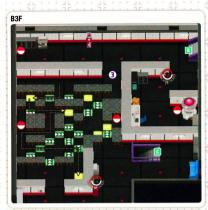
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	22	(*) (*)	(‡)	NA NAMES	Flevetor
BASEN I	i d		::*II*I		Elevator (requires Lift Key)
	3				Lift Rey)
	(\$)	155		3	
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Who'd have guessed that those Team Rocket baddies were hiding out. underneath the Rocket Game Corner all along? You could just skip down the stairs to B2F, but first you might want to snag a couple items-plus an outfit from the mysterious Grunt at the end of the corridor that'll help you blend in as well as she does! If you're in a rush, follow the letters on the map from [1] to [3] (and so on) to hurry through this hideout.







again, you could go down to reach B3F. But if you use the arrows on the map to find your way around to the stairs to the south, you'll be able to explore a bit of B1F that was blocked off before. You'll need to use the spin titles.



There are a lot of items to find here if you're up to the challenge! The arrows on the map only show you the easiest way to reach the stainvell, but ty searching each floor for some useful items, such as TM05 Rect.

After taking the stairs and picking up the items from B1F, head back down to B2F and jump on the nearest spin tile to return to the stairs and reach B3F at last...and another set of spin tiles!



 Navigate your way through this second set of spin tiles, following the arrows on the map for the quickest way to reach the stairs to B4F. Or collect all the items along the way. You should be a pro at spin tiles by now, right?



On B4F, find a Grunt in the northwest corner and battle him for the Lift Key. When he throws it du to Freach, by to find a way to get it. Start by examining the grating where he threw the key, and then check around the room. That air vent looks interesting...





Guide your partner along the shafts and pipes overhead, and make your way to the Lift Key—but make sure to explore as you go around if you want to eavesdrop on Team Rocket's conversations!

Reward: Lift Key



Head back to B2F and go across the snin tiles to reach the elevator on



the south side of the floor. With the Lift Key. you can take it down to B4F and... Uh-oh! It's Jessie and James again!



Even after beating Jessie and James, you can't just walk in on



the boss. You'll have to battle Team Rocket Admin Archer first! After beating him, you'll have a chance to heal up your Pokémon if you



Rattle!

Their Pokémon might've gotten stronger, but they're still Poison type. Ground-type and Psychic-type moves will help you win this battle. If you caught a Diglett or an Abra near Vermillon City and have been training it, either would be a great choice here. Remember that Fairy-type Pokémon are weak to Poison-type moves, so keep your Jigglypuff or Clefairy

out of this battle.





Rattle Team Rocket **Boss Giovanni** Unlike his flunkies Giovanni doesn't favor Poison-type Pokémon, Instead he uses Persian. a Normal type, and Rhyhorn, a Rock- and Ground-type Pokémon. Both share a common weakness to Fighting-type moves, so a Machoke or Primeape with a move like Karate Chop would be an excellent Pokémon to use in this battle. Rhyhorn is also doubly weak to Grass- and Water-type moves, if it's still giving you trouble.



After defeating the boss of Team Rocket, take your reward and be on your way! You can take the elevator right back up to B1F or explore more if you skipped over collecting any items earlier.





Step out of the Rocket Game Corner. and talk to the man with the strange balloon device just outside the entrance. You'll get the Secret Technique Sky Dash, which lets you travel to places you've visited before. Try using it to zip back to Lavender Town!

Secret Technique: Sky Dash



Pokémon Tower (Revisited)









When you return to Lavender Town, you'll find your rival outside the Pokémon Tower again. Take on the tower together as you unravel the mystery of the ghosts appearing inside!

Reward: Great Ball ×20

After you split up with your rival, continue climbing all the way up to 7F. Before you save the day, you'll have to battle some familiar faces from Team Rocket once again!



5) You've rescued Mr. Fuji, who has been missing all this time! Return to his house and get the Poké Flute, which can awaken certain sleeping Pokémon-namely, the Snorlax you may have spotted snoozing on Route 16 and Route 12!

Reward: Poké Flute









Routes 16, 17 & 18 (Optional

Getting O O O











○ common △ average ☆ rare r almost never — does not appear

Sky Dash back to Celadon City and head west toward Route 16. Use the Poké Flute to awaken, battle. and catch the big sleeping Pokémon that's in your way!





Route 17

Snorlax You'll have to hattle Sportax before

you can get a chance at catching it. You'll want to move quick, too, as you'll only have five minutes to defeat it in battle or it'll run off! As a Normal-type Pokémon, Snorlax has only one weakness: Fighting-type moves. Try to use your best moves, and keep in mind that Snorlax is able to recover by using Rest!



PP Up		Awakenin
Route 16 (West)		可能性的
Super Potion	E	Nanab Be
Great Rall v3	E . F	Pinan Rer

- Super Potion Super Lure Great Ball ×3
- Elixir Rare Candy
- Silver Pinap Berry ×5 Nugget Super Repel

- Silver Pinap Berry* Silver Razz Berry



















Hidden Items





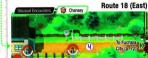










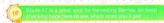


Talk to Professor Oak's assistant in the gate to get some Ultra Balls if you've caught at least 40 species of Pokémon. Then take the north path on Route 16 to find someone's secret retreat and get TM14. Reward: Ultra Ball ×30, TM14 Fly



Travel south along Route 17. If you don't have any Fire-type Pokémon on your team, try catching Ponyta on this route. Fire-type Pokémon are pretty

uncommon in the Kanto region, so it'll make a great ally! Don't miss the Coach Trainer here, either.



It's just a short trip to the east to reach Fuchsia City from Route 18. Try catching some Pokémon like Doduo or Dodrio here if you haven't caught them yet.





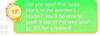












Make sure to check out the Pokémon Center before hitting the Gym.
The Partner Move Tutor is here with some final moves to teach your
partner, and the gentleman in the corner is also willing to trade an
Alolan Marowak for a Kantonian Marowak, if you have one!

Pokémon: Alolan Marowak



7/K



Head to the Safari Zone in the north end of town. Talk to the man who's standing by the Lapras, and he'll teach your partner Pokémon the Secret Technique Sea Skim.

Secret Technique: Sea Skim



Here you can finally check out the GO Park complex at the north end of the Safari Zonel The GO Park complex is where you can transfer Pokémon over from a Pokémon GO account and catch and play with them in Kantol Lear more on page 159.



or the Magneritie and Mingreton you can catch in Kanto, will be a big help in the Gym here in Fuchsal City. If you're struggling to get through it, consider Jaking a detour up to the Power Plant now. You can eatch both Magneritie and Magneton there.



Fuchsia City Pokémon Gym

You'll need to have caught 50 different species of Pokémon to pass Fuchsia City's Gym mission. If you haven't hit that number yet, that's yet another reason to consider exploring the east side of the region now. You can turn the page if you want to check out Routes 12, 13, 14, and 15.



The Trainers in this Gym use Poison-type Pokémon. which you should know how to handle thanks to fighting Team Rocket members, Ground- and Psychic-type moves are still your best choice in battle. This Gym also has invisible walls, creating a maze to Koga! Watch the smoke that appears in the Gym as it reveals the hidden walls. Or use your own secret ninja skills by taking a peek at the map right here!

GYM BATTLE!



TM27 Toxic

Toxic is a powerful move that almost every Pokémor can learn. Its increasing poison damage makes it a popular move among many expert Trainers.



Koga's a famous ninja and he fights like one, too, using sneaky tactics. Very often he'll try to poison your active Pokémon and then stall to let the poison weaken your Pokémon before using a hard-hitting move to make it faint. Although Koga's Pokémon are all weak to

Psychic-type moves, it might be safer to stick to a Steeltype Pokémon or even a Poison-type Pokémon yourself. Poison- and Steel-type Pokémon cart'be poisoned, which shuts off a big part of Koga's strategy. Pure Grass-type Pokémon and Falry-type Pokémon shouldn't be sent out in this battle, as Koga will have no problem taking them out. Make sure you pack some Antidotes if you aren't using a Pokémon immune to poisoning. Remember the type matchupe (p. 399) and same-type attack bonuses (p. 123), and you'll make it past this master of the ninja arts!











Routes 12, 13, 14 & 15

(Optional)

Route 12





TM24 X-Scisso











Silver Pinap Berry ×5 Golden Pinap Berry

You can start at either end of this long path whenever you choose to take it on. But we recommend that you fly back to Lavender Town and start from Route 12. Go upstairs in the gate that splits Route 12 to collect a TM.







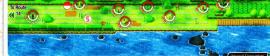


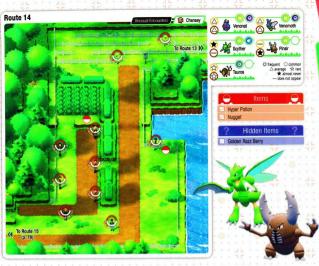












 Keep heading south, taking a moment to Sea Skim out to a small island with TM24 on it. Explore the waters if you want to catch some Water-type Pokémon to add to your Pokédex. Keep battling your way past Trainers until you reach Snorlax sprawled across the route! Wake up the sleeping Pokémon there with your Poké Flute to battle and catch it.







This battle is slightly different from the one on Route 16 this time, Snorlax will raise its Attack at the start of battle. Strike hard with physical moves, since Snorlax's Defense is much lower than its Sp. Defr, and you'll earn your chance to catch this sleepy Pokémon well before the five-minute timer runs out!







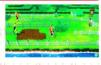




Once you're past Snorlax, carry on down Route 12 and stop in the little house. Tell the man he is Mr. Dazzling, and he'll give you another TM. Then keep heading south, where you can collect items and battle Trainers. including Coach Trainer Priva!



Travel along Routes 13, 14, and 15, battling Trainers and catching Pokémon. Make sure to pick up TM47, which contains Surf. one of the strongest Water-type moves a Pokémon can learn. Finally, challenge another Coach Trainer!







Coach Trainer Priva Priva's two Pokémon are

pretty different, sharing no weaknesses at all! Butterfree is most weak to Rock-type moves, being both Bug and Flying type, so a move like Rock Throw is best against it. Clefable is a Fairy-type Pokémon, so it's only weak to Poison- and Steel-type moves.



Reward: TM59 Dream Eater



Coach Trainer Midge

Midge uses two Pokémon that don't have any common weaknesses. Try to use Flying-, Psychic-, or Fairy-type moves on Machoke. Then use Water-, Ground-, or Rock-type moves on Magmar.



Reward: TM31 Fire Punch



Power Plant (Optional)

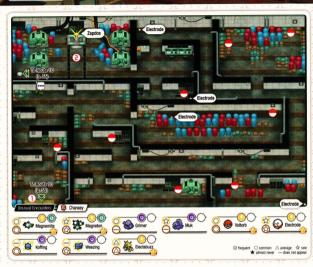














- TM38 Thunder Max Potion Thunder Stone
- Paralyze Heal Hidden Items Voltorb Candy
- Voltorb Candy Voltorb Candy

Voltorb Candy

Pretty Wing

Sky Dash to Cerulean City if you want to see the Power Plant-and you should! You can catch Pokémon there that you can't catch anywhere else, including a Legendary Pokémon! Go to Route 10 (p. 55) and then Sea Skim over the water to enter the Power Plant.





Inside the Power Plant, you'll find plenty of items. Battle a Coach Trainer, then it's time for the main event—a chance to battle and catch the Legendary Pokémon Zapdos! Make sure you're ready for this rare chance!



one against them.
Aerodactyl is very fast
but weak to Water-,
Electric , be-, Rock-,
and Steel-type moves.

Time:

(VCL) USLS USLS

Revert Bers Candy v.5

Coach Trainer
Mable
Mable uses all three of
the ancient Pokémon
you can restore from
Fossils. Omastar
and Okabutops are
doubly weak
to Grass-type
moves, so
make sure you use

out! It's actually an Electrode! You'll have to battle it if you war catch it.





Saffron







Sky Dash over to Saffron City. If you haven't visited it yet, Sky Dash to a nearby location, such as Lavender Town, Then pass through one of the gates outside Saffron City, giving the guard some Tea so he'll let you pass.





Pokémon: Alolan Raichu

Team Rocket is all over the place, and the residents of the city seem to be staving indoors. So go in to find them! In a house to the southeast, you can get a TM from a man who knows just what you came for.









3 Swing up to the northwest corner of the city next if you want to meet the Copycat! She's upstairs in her house, and if you can show her one of her favorite Pokémon, you'll get a TM. It shouldn't take you long to guess what cute, bink Pokémon she loves most.

Poward-TM09 Substitute



The Gym is blocked by Team Rocket, but you can challenge the Fighting Dojo to get a rare Pokémon. There's a Coach Trainer standing on the sidelines, too!

Pokémon: Hítmonlee or Hitmonchan



The Fighting Dojo

This place used to be a Gym, but you won't get a Gym Badge herel Most of the Black Belts in this dojo use Fighting-type Pokémon, so bring Pokémon with Flying-, Psychic-, or Fairy-type moves. If you traded your kantonian Raichu tor an Aloian Raichu at the Pokémon Center in this city, you can teach if Psychic with TM40 and use it to battle here.





S Now if you're ready, it's time to storm Sliph Co.! Head to the building at the center of the city, and be ready for more battles!







Silph Co.











At Silph Co., vou'll meet up with Blue and your rival. Battle Blue before facing Team Rocket again.



000000





battling this Pokémon.



You can explore every floor of Silph Co., but you probably want to make one quick trip

Battle!



to a specific floor. Take the elevator to 5F and defeat Archer with your rival there to get a Card Key. It'll open all the locked doors so you can explore freely.

Team Rocket Admin Archer and Team Rocket Grunt

In this battle, you'll team up with your rival against Archer and a Team Rocket Grunt. Most Pokémon you'll face in this battle are weak to Groundpe moves. Your rival even knows this and sends out a Cubone first. Be vary of Electrode-it's one of the fastest Pokémon and isn't shy about using Self-Destruct, a powerful move that will hit all other Pokémon. Use your experience from fighting other Normal- and Poison-type Pokémon to handle the rest.









Hidden Items

Fresh Water







Now why don't you tackle the entire building? The uppercase markers on the map show the path through the warp panels, so feel free to use them to get some help in finding your way to the upper floors. First, try alming to get TM42 from the woman on 2F.

Reward: TM42 Self-Destruct

















Hidden Items Silver Nanab Berry ×3

















X Accuracy

U Continue climbing the floors, using the maps to hunt down every last item and Trainer. When you reach 7F, you'll be able to get a Lapras from a man there—which is a rare Pokémon you'll want for your team!

Pokémon: Lapras





S Keep going up through the floors till you reach 11F by stepping on the warp panel labeled 3 and then on 2. Jessie and James are here to try to stop you again! Battle them to continue forward and reach the president.



6 It's Giovanni again! Put a stop to Sliph Co.'s invasion, dashing his hopes of using the secret Poké Ball to take any Pokémon he wants for himself!





Get your reward from the president of Silph Co. for saving his company. It's the incredible Master Ball! This extremely rare item can catch any Pokémon without fail. Now it's time to get back to your adventure if you don't want to get left in the dust by your rival!

Danier Marter Dell

















Team Rocket's finally been foiled, so it's time to finish exploring the city before going to the Saffron City Pokémon Gym. Why don't you start by healing up your team at the Pokemon Center? Talk to the man outside with a Porygon, and he'll give it to you!



You did such a great job thwarting those villains in Silph Co., why not pick up an outfit worthy of an ally of justice by talking to the police officer on the northeastern side of Saffron City?





Saffron City Pokémon Gym





The mission here is to show the man a Pokémon on your team that's at least Lv. 45. If you've been battling the Trainers you meet and catching lots of Pokémon, that shouldn't be too tough. If you're struggling at all, the Zados you can catch in the Power Plant (o. 77) can be used to clear this mission.

The Gym is full of warp panels, just like Sliph Co. Follow the indications on the map to take the most direct route from 🔼 to 🖸 and so on if you want to reach Sabrina quickly.

The Trainers here use Psychic-type Pokémon. These Pokémon are weak to Bug-, Ghost-, and Dark-type moves. Dark-type Pokémon, such as Aloian Raticate, are also completely immune to Psychic-type moves, so brinnion on of those alono is a great choice.



TM33 Calm Mini

This status move is a great way to power up a Pokémon that focuses on special moves. Use Calm Mind to build up a Pokémon's stats, and then sweep the opponent's team with your boosted Sp. Atkl







Saffron City > Fuchsia City > Route 19 > Fuchsia City > Route 19 > Route 20

Route 19









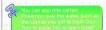








?	Hidden Items
	After learning Sea Skim
Revive	



You've defeated Team Rocket and collected nearly all the Gym Badges, but there are still two left to go if you hope to take on the Pokémon Leaguel To reach the next Gym, Sky Dash back to Fuchsia City and head south to Route 19, You'll run into Jessie and James, but instead of a battle, they'll give you a strange item—someone's Gold Teeth!

THE RESIDENCE PROPERTY.

Take the teeth to the warden in the house to the east of the Fuchsia City Pokémon Center. Now that he's able to talk again, he'll teach your partner the Secret Technique Strong Push and give you both a truly wild outfit as thanks!

Secret Technique: Strong Push



Try using Strong Push on the block in the warden's house and talking to the Diglett – it'll give you a Nugget every day (p. 24)!

Finally, you can surf out across the water to try to reach your next destination: Clinnabar Island and its Poklemon Gyml We recommend that you head south and Sea Skim through Route 19 to reach Route 20, though you could go back to Pallet Town and sail south from there. Whatever your choice, keep in mind that the Clinnabar Island Poklemon Gym focuses on Firetype Poklemon, so try catching some Water-type Poklemon on the open seas!





oute 20 (Optional)

























K	Items
V	Heart Scale
V	Ultra Ball ×3
V	Max Repel

ŀ	? Hidde
ĺ	Revive
l	Revive
ı	Revive



Use Sea Skim from Route 19, heading south and then west along Route 20 toward the Seafoam Islands and battling the Trainers along the way. You'll have to pass through the Seafoam Islands to continue.





Seafoam Islands (Optional)









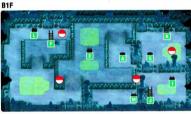
















You'll need to use Strong Push to knock the stone blocks into holes and block the water currents so you can use Sea Skim to cross. Knock the stone block by [1] down to B3F, then jump in the hole after it. Then follow the ladders in alphabetical order. Do the same for the stone near on 1F, and keep following the letters.



?	Hidden Items	?
THE REAL PROPERTY.	THE RESERVE OF THE PERSON NAMED IN	SCHOOL ST

\vee	Heart Scale		
V	Heart Scale		
34		B1F	44
V	Max Revive		

		1
V	Heart Scale	

- Heart Scale Heart Scale

© frequent ○ common △ average ☆ rare ★ almost never















- tv.46 tv.47 tv.46

 Reward: Rare Candy ×5
- 2 After reaching B3F again, push the two stone blocks into the two holes to the south, moving other blocks out of the way as necessary. Then jump down either hole, save your game, and get ready to battle and catch the Legendary Pokémon Articunol
- 3 Once you're ready to exit the cave, climb back to B3F via ladder 3 and use Sea Skim to reach 11. From there, just keep climbing up to 1F!















Articuno

Articuno is Ice and Flying type, meaning it has a double weakness to Rock-type moves. Rock Throw or a similar move will win this battle for you prefty quickly. Otherwise, try to focus on Fire-, Electric-, or Steel-type moves, as Articuno is weak to those. Remember to keep an eye on that timer! You'll only have five minutes to defeat Articuno; if you fall, you won't be able to meet it again until you've entered the Hall of Fame. Catching this Pokémon will be just as difficult as Zapdos, so make sure to bring some Ultra Balls and try to use a Silver or Golden Razz Berry if you've you tany!



Cinnabar Island









There's a Poké Mart here on the island, so turn to page 395 if you want to check what Items are available.

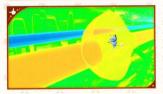


Keep traveling west on Route 20, and you'll finally reach Cinnabar Island! It looks as if the Gym is locked, though, so you'll need a key, You could head straight to the Pokémon Mansion to find it, but there are a few other things you can do first on the Island.

You can trade a Kantonian Grimer for an Alolan Grimer in Pokémon: Let's Go, Pikachul and a Kantonian Meowth for an Alolan Meowth in Pokémon: Let's Go, Eeveel at the Cinnabar Island Pokémon Center.







- You can finally restore that Fossil from Mt. Moon!
 Head to the last room in the Cinnabar Lab, and give
 the scientist your Fossil. He'll restore it to the ancient
 Pokémon it once was. He can do the same for the
 Old Amber you got in Pewter City, too!
 - Pokémon: Aerodactyl Kabuto or Omanyte
- Turn to page 108 to find out where you can get more Fossils that can be restored to these ancient Pokemon.
- Stop by another room in the Cinnabar Lab, an talk to the grumpy scientist there for a TM!





Pokémon Mansion





















Max Lure Silver Razz Berry ×5 Fire Stone Max Elixir

Max Ether Ultra Ball ×3

Max Revive PP Up Escape Rope

Hyper Potion Full Heal TM21 Foul Play

Rare Candy X Accuracy

TM52 Sludge Bomb

Max Potion Rare Candy Max Elixir Secret Key

Hidden Items

Courage Candy* Health Candy*

Mighty Candy

You have a chance to randomly find one of

these items at each spot.





















This place sure is creepy! Stay tough and use the maps to guide yourself around the mansion. You'll find mysterious statues that open and close the doors on their floor. Both are marked on the maps, so you can find your way to the



Secret Key and finally open the Cinnabar Island Gym. And make sure to battle the Coach Trainer to get some extra Exp. Points while you're at it!

Reward: TM22 Rock Slide





Cinnabar Island (Revisited)



Now that you've got the Secret Key, unlock the door to the Cinnabar Island Gym. It's time to earn your seventh Badge!

Cinnabar Island Pokémon Gym



The Gym mission here was just to unlock the front door to the Gym, so you're all set! Trainers in this Gym use Fire-type Pokémon, so make sure you've got Pokémon with Water-, Ground-, or Rock-type moves. You'll only have to battle Trainers that have one or two Pokémon each if you get questions wrong during Blaine's quiz. You can try to answer the questions on your own, but if you're really stuck, you can check below for the answers!



Gym Leader Blaine

All of Blaine's Pokémon are pure Fire type, so they're weak to Water-, Ground-, and Rock-type moves. If you caught any strong Water-type Pokémon on Routes 19 and 20 or in the Seafoam Islands, they'll be a big help in this battle. Consider using powerful Water-type TM moves, such as Surf or Scald. (If you've missed any TMs, turn to page 387.) Remember that if any of your Pokémon get burned from Blaine's toasty Firetype moves, they'll take damage every turn and

have their Attack reduced!





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ANSWERS: 1. Magmar 2. Eight 3. Not very effective 4. False / What's that?! 5. They're all right!

Route 21 (Optional)











PP Up Water Stone Hyper Potion

Hidden Items Stardust ×3, ×5, or ×7*

we the chance to randomly find these items at each spot

Head north using Sea Skim, battle the Trainers along the route, and make your way back to Pallet Town and then Viridian City. Or you could simply use Sky Dash to be back there in a flash, if you're eager to catch up to your rival, but you'd miss the Coach Trainer on this route!





Coach Trainer Pam

Ghost-type Pokémon are a good choice in this battle. They'll be immune to Machoke and Kangaskhan's Fighting- and Normaltype moves, and Ghost type moves are super

ctive against Jynx

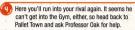






Viridian City & Pallet Town (Revisited)







Now there's a familiar face—Blue is back in town! He and Professor Oak will teach you about the incredible secrets of Mega Evolution, and you'll leave the lab with some rare Mega Stones and your very own Key Stone!

Reward: Key Stone, Venusaurite, Blastoisinite,



An Evolution That Surpasses All Others: Mega Evolution!

Mega Evolution is a kind of transformation certain Pokémon can undergo when they're in battle. The Pokémon's Trainer needs to have a Key Stone and that Pokémon's Mega Stone. Mega Evolution can increase the stats of a Pokémon (sexept for HP) and even change the Pokémon's type to give it strengths and weaknesses against different kinds of Pokémon Note that if a Trainer has one of their Pokémon Mega Evolve in battle, they can't Mega Evolve any of their other Pokémon for the rest of that battle. To learn a little more about Mega Evolution and see the Pokémon in the Kanto region that can Mega Evoleck out page 135.



Time to head back north to Viridian City, It seems the mysterious Gym Leader of the Viridian City Gym has finally returned—here's your chance to earn your eighth and final Badge, and press onward toward the Pokémon League!



•

Viridian City Pokémon Gym





There's no 6ym mission here, so just do your best to navigate the spinning tiles of the 6ym and battle its Trainers to level up your team some more before confronting the final 6ym Leader of the Kanto region Trainers here focus mostly on Ground-type Pokémon, so be sure to use Pokémon with Water. Grass., or ice-type moves. Articuno would make a great choice, as its Flying type means it's immune to Ground-type moves and it gets same-type attack borus when using los Beam!

GYM BATTLE!



Gym Leader Giovanni

The Gym Leader here is really Giovanni—the boss of Team Rockett Since he uses Ground-type Pokemon, all his Pokemon share weaknesses to Water- and Ice-type moves. His powerful Rhydon is also doubly weak to Water and Grass types, so Pokemon with those types of moves are the best choice. If you'd prefer to play defensively, you can fur yusing Flying-type Pokemon, as they're immune to Ground-type moves. Remember not to waste Electric-type moves on Ground-type Pokemon—they won't take any damage from them!

Reward: TM41 Earthquake,

TM41 Earthquake

The user sets off an earthquake that strikes every Pokémon around it. With a power and accuracy of 100, it's conder this physical move is one of the best around! Be careful in Double Battles, though—it'll hit Pokémon on your side, tool















Route 22



































After your final showdown with Giovanni, head outside to receive some surprising news from Blue about the future of the Viridian City Gym. He'll also remind you about your next destination-now that you have all eight Gym Badges, it's time to head to the Pokémon League! On the way there, you'll run into your rival on Route 22. He wants one last battle before the two of you challenge the Elite Four!





Your Rival

Your rival's team is still made up of most of the same Pokémon from the last time the two of you battled, but he's raised his team to be ready for the Pokémon League. His Pidgeot, Vileplume, and Marowak are all weak to Ice-type moves, so maybe send in that Articuno you caught not too long ago! His Jolteon or Raichu are both

Electric type, and you should know the drill battling against them by now-Ground-type moves all the way! Try out Earthquake, since you just got the TM for it from Giovanni.







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Make your way through the gates, showing each guard your Badges to get through. You can catch some pretty strong Pokémon here. This is also the only place you can find Exeggcute and Exeggutor!

























Unusual Encounters (2) (2) Chansey







Victory Road

























these items at each spot.



Push this block into the hole and then keep pushing it westward to activate switch ...



1 You'll have to find your way through the caves and battle some of Kanto's strongest Trainers to reach the Pokémon League. There are two Coach Trainers here, so make sure you battle them both! The first is on! Fit of the east. The



You will find some stone walls blocking your way, but fear not! The lowercase markers on the map will help you out—matching letters show you which switch will lower which wall.







Take ladder on 3F to find the fiery Moltres on 2F. Just like your other meetings with Legendary Pokémon, you'll want to battle and catch this powerful force!

or Eevee Candy ×10





Find the police officer on 3F, and she'll heal up your





Indigo Plateau & Pokémon League





Indigo Plateau



Mega Stone Seller After entering Hall of Fame		
	Pidgeotite	₽30,000
	Alakazite	₽30,000
	Slowbronite	₽30,000

Mega Stone Seller		
	Gengarite	₽30,000
	Kangaskhanite	₽30,000
	Pinsirite	₽30,000
	Gyaradosite	₽30,000
	Aerodactylite	₽30,000

The final challenge awaits! Head north up the stairs of the Indigo Plateau and into the Pokémon League to challenge the best of the best-the Elite Four! You can also talk to the man in the corner next to the Poké Mart if you want to trade your Kantonian Exeggutor for an amazingly tall Alolan Exeggutor.





Heal up your team and consider buying some items to prepare for your battles. Once you enter the rooms of the Elite Four, you won't be able to leave until you win...or lose. This is it!





Flite Four

Each of the Elite Four specializes in a different type of Pokémon, and their weaknesses have hardly any overlaps! Use everything you've learned in your adventure so far, as well as the handy battle advice on these pages, to pick the perfect lineup from your Pokémon Box for each battle.



Lorelei focuses on Ice-type Pokémon, Fire-, Fighting-, Rock-, and Steel-type moves will deal supereffective damage against Ice-type Pokémon, but remember that may change for a dual-type Pokémon, such as Lapras! Many of Lorelei's Pokémon are Water type, too. Bringing a Pokémon with Grass- or Electric-type moves will help you out. Remember to keep some Ice Heals on hand in case one of your Pokémon gets frozen!

















Elite Four Bruno

Bruno loves Fighting-type Pokémon, but he uses the Rock- and Ground-type Pokémon Onix, too. Most of his team can be handled with a Pokémon that knows a strong Flying-, Psychic-, or Fairytype move, such as Psychic or Dazzling Gleam-both of which are TMs you should already have. For Onix, just make sure to have a Pokémon that knows a Water- or Grass-type move and it will take four times the damage!

















Agatha loves Ghost-type Pokémon, but all of her Pokémon share the Poison type. So instead of focusing on Ghost-type weaknesses, you could instead bring a Pokémon with powerful Psychic- or Ground-type moves. This is a great time to use Earthquake-which you recently got as a TM from your battle with Giovanni-to do some massive damage against this scary old lady's team!

















Elite Four Lance

Although Lance may be a dragon master, all of his Pokémon except Dragonite share a common weakness to Electric-type moves, while all but Seadra are weak to Rock-type moves! Thunderbolt and Rock Slide would be perfect choices for this battle. Dragonite is best battled with a Fairy-type Pokémon, as Fairy types are immune to Dragon-type moves, If you don't have one, though, any Pokémon that knows an Ice-, Dragon-, or Fairy-type move will work.











You did it! You've beaten the Elite Four, and now you're the Champion...or are you? Meet up with Professor Oak and learn about the final challenge to become a Pokémon League Champion.





Champion Battle

The last challenge before you're a Champion is your first friend and rival! Just like you've learned to do, your rival uses a very diverse team of Pokémon, with no large shared weaknesses. Both his Jolteon or Raichu and his Rapidash are weak to Ground-type moves if you want to bust out Earthquake to knock them out easily. Try sending out a Pokémon that knows a strong Electric-, Ice-, or Rock-type move first, as he'll always start the battle with his Pidgeot, It will Mega Evolve into Mega Pidgeot, too. so beat it quickly before it deals heavy damage to your team with its boosted Sp. Atk. Remember all you've learned about type matchins (p. 123). Don't be shy about using items or Mega Evolution, and you'll best your rival to go down in Kanto's history as a Pokémon League Champion!

























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Champion Activities

There's still more to do after becoming Champion! Buy up all the Mega Stones from the man selling them in the lobby of the Pokémon League. They aren't cheap, though, so check out page 143 for some tips on getting the cash you need.



Team Rocket may have disbanded, but Archer isn't giving up so easily! Find him in the Team Rocket Hideout in Celadon City, and battle him one last time.



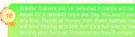
Find Jessie and James on Route
17 for one last battle with them!







Master Trainers for each species of Pokémon in Kanto have appeared all across the region! Battle them or show them the Pokémon they want to see to earn their titles! Most want to battle—and only want to battle the spe





You've met the famous Pokémon Trainer Blue during your adventure, but what about his rival? Find out how you can earn the chance to challenge the legendary battle master Red on page 137.





Head to Celadon Condominiums and talk to the game director in the GAME FREAK Development Office when you've caught or obtained the first 150 Pokémon. You'll get a fancy diploma and a Shiny Charm that makes it easier to find Shiny Pokémon!

Reward: Diploma, Shiny Charm.

Since you're at the **GAME FREAK Development** Office, you may as well take on the strongest Coach Trainer, who's appeared now that you've entered the Hall of Fame! Make sure your team is healed up first!

If you go back to Vermilion City, you can take on Mina's newly powered-up team. She'll still give you a Bottle Cap each time you defeat her.





W.54 LV.54 LV.54 LV.54 LV.54 LV.54 Reward: PP Max ×10



Encounter New Pokémon Midairl

If you let certain Pokémon out of their Poké Ball, you can ride on them as they fly around (p. 145). After becoming Champion. you'll find you can now encounter Pokémon midair this way! Most of these are common Pokémon, but you can encounter some particularly rare species if you find unusual encounters after building up your Catch Combos (p. 117)!

© frequent ○ common △ average ☆ rare ★ almost never — does not appr

Routes 1, 2, 5, 6, 7, 8, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21,



















Once you've built up a good Catch Combo, you'll find that you start stumbling across Charizard and Dragonite pretty regularly. In stark contrast, the trio of winged Legendary Pokémon will remain elusive no matter how impressive your Catch Combo gets! Buckle down for a long search if you've got your heart set on a midair encounter with these rare Pokémon.

Unusual encounters in all of the above locations





Unusual encounters in all of the above locations once you've caught Articuno, Zapdos, and Moltres in the Seafoam Islands, the Power Plant, and Victory Road

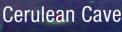






















Escape Rope	
Full Restore	
Max Elixir	

PP Max Max Revive Max Repel



4	nare carruy			
	Dome Fossil*			
7	Golden Nanah Berry*			

V	Golden Pinap Berry*	
Ø	Golden Razz Berry*	
-q	A 10 10	

Helix Fossil Master Ball*

Max Revive* Old Amber* Poké Ball*

Ultra Ball* Ultra Ball ×10°

Dome Fossil* Helix Fossil* Max Revive

Old Amber* PP Max

*You have a chance to randomly find one of these items at each spot.

























The Coach Trainer blocking the entrance to the cave will let you in now that you're a Pokémon League Champion! A big challenge waits for you in the Cerulean Cave, so take the chance to battle the Coach Trainer for some more Exp. Points!





Coach Trainer Harjit Hariit is tough but not as

Harjit is tough but not as strong as Morimoto was. Three of his Pokémon are weak to Ground-type moves, while the rest are weak to Grass- and Electric-type moves. Focus on those types if you can.



Navigate the cave and catch some of its powerful Pokémon. If you go down ladder and explore B1F, you'll eventually reach the Legendary Pokémon Mewtwo. It's time to battle and catch it, so make sure you've got some Ultra Balls ready if you've already used your Master Ball!



Mewtwo

Mewtwo is a powerful Psychic-type Legendary Pokémon, but even Legendary Pokémon have weaknesses! Since its main damage-dealing move is Psychic type, try sending in a Dark-type Pokémon, such as Alolan Raticate or Alolan Persiant. Their immunity to Psychic-type moves will be a big help! If you don't have either of them on your team, try focusing on Bug-, Chost-, or Dark-type moves. Mewtwo tends to use Recover when its HP is low, so consider using an HP-sapping move, such as Toxic, so you don't end up running out of time! If you miss your chance to catch Mewtwo, you'll need to enter the Hall or Fame again for to reapopex, so make sure you're ready.



after you've caught Mewtwo, head outside and you'll bump into your riva!! He'll mention a female Trainer who was also after this powerful Pokémon, and he'll give you some items he won't be needing anymore.

Reward Escape Rope ×3



Following your rival's advice, return to the spot where you battled Mewtwo. This time, you'll run into Green, a skilled Trainer who also set out on an adventure with Red and Blue a while back! Battle her to get Mewtwo's Meaa Stones.





Rematches







Gym Leader Misty

Misty's team shares common weaknesses to Grass- and Electric-type moves. Electric is the better choice between the two, as Gyarados takes four times the damage from it. Know that Vaporeon is a Pokémon with a lot of HP. If it's giving you trouble, try sapping its strength with Leech Seed or Toxic!







LV.56 LV.56 LV.56 LV.56 LV.57













You can also return to the Pokémon League and have a rematch with the Elite Four! But watch out-they've gotten stronger since the first time you battled them.



Grass-, Electric-, Fighting-, and Rock-type moves will be super effective against most of Lorelei's Pokémon, so bring along Pokémon with moves of these types! Alolan Sandslash and Jynx are best dealt with using strong Fire-type moves like Fire Blast or Flamethrower.



















Elite Four Bruno

Since Bruno still uses both Fighting- and Rock-type Pokémon, there isn't one type that can easily be super effective during this battle. Focus on Water- or Grass-type moves for the Rock-type Pokémon and Flying-, Psychic- and Fairy-type moves for the rest.













Elite Four Agatha

Since Agatha's Pokémon are all weak to either Ground- or Psychic-type moves, use heavy damage dealers, such as Earthquake and Psychic, and you'll take down this team without too much trouble.







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Elite Four Lance

Lance's Seadra, Gyarados, and Aerodactyl will all take supereffective damage from Electric-type moves. His Dragonite and Alolan Exeggutor will take four times the damage from Ice-type moves. Lance will Mega Evolve Charizard into Mega Charizard X, turning it into a Fire- and Dragon-type Pokémon!















Your rival's become stronger since you last saw him, too! Make sure your team is healed up with items before taking him on.

Champion Battle

Your rival's team is made up of the same Pokémon as the first time you battled him at the Pokémon League, but he's been raising his Pokémon so they've all gained 10 levels!











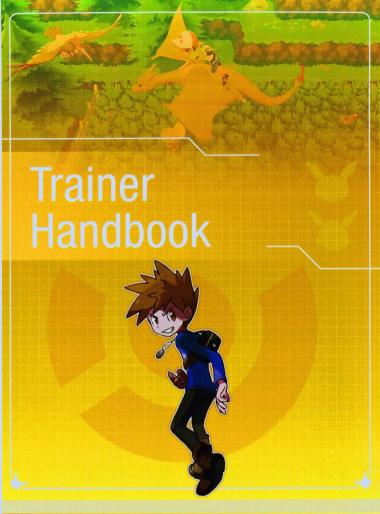








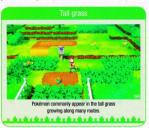






Catching Wild Pokémon

Pokémon run wild almost everywhere in the Kanto region; popping out of the grass, swooping overhead, creeping around caves, and even splashing in the sea. You're going to want to catch plenty of them to obtain great specimens (p. 117), fill your Pokédex (p. 119), and collect Candies to help your favorite Pokémon grow (p. 126).











Attracting rare Pokémon and decreasing encounters

Sometimes you may want to search for Pokémon that usually have only a small chance of appearing. At other times, maybe you'll want to avoid encounters entirely so you can hurry to the next town. There are items you can buy at Poké Marts or find in the field that will help you in these situations.



This item repels wild Pokémon so they'll disappear for a short time. Buy it at Poké Marts once you've earned one Gym Badge.



This item repels wild Pokémon for a longer time than a normal Repel. Buy it at Poké Marts once you've earned three Gym Badges.



Max Renel

This item recels wild Pokémon for longer than even a Super Repel. Buy it at Poké Marts once you've earned five Gym Badges.



This item increases your chances of encountering rare Pokémon for a short time. Buy it at Poké Marts once you've earned two Gym Badges.



This item increases your chances of encountering rare Pokémon for a longer time than a normal Lure. Buy it at Poké Marts once you've earned four Gym Badges.



Max Lure This item increases your chances of encountering rare

Pokémon for longer than even a Super Lure. Buy it at Poké Marts once you've earned six Gym Badges.

Becoming a Catching Pro

Once you do encounter a wild Pokémon, you've got to actually catch it! There are a number of things that'll help you be successful when it comes to catching. Let's start with the rings you see on-screen in an encounter with a wild Pokémon.









The color of the ring indicates how easy it will be to catch the Pokémon. Some species are simply harder to catch than others, but there are a few things you can do to boost your chances. You can change the ring color by using a different kind of Poké Ball—or by feeding certain Berries to your target. There! Ib emore about those Berries on the next page.





Many Pokémon may try to intimidate you by acting aggressive. When they do, the ring will disappear. Don't throw a Poké Ball when the ring is gone or your Poké Ball will be knocked away. But Pokémon will be still for a moment after this aggressive display, so take that chance to throw a Poké Ball!



Pokémon may also jump or fly around, making it harder for you to aim at them. But each species will tend to move in certain patterns, moving and then resting in turn. Watch them carefully to learn these patterns and throw your Poké Balls at the right time!



Certain rare Pokémon may also have a special aura. When this aura is activated, it will nullify the effects of any Berries you have used so far. After the aura goes away, these Berries' effects won't return but you can start using new Berries again.



Wild Pokémon may flee if you try to catch them and fail. If they cry out without acting aggressively, they're about to flee! You'll have one last chance to get 'em before they're gone—which is especially important if you're working on a Catch Combo (b. 117)!



Get Rewarded for Your Success



When you make a catch, you'll get more than just a new Pokémon. The Pokémon in your party will all gain Exp. Points, and you'll have a chance of getting Berries or Candies. You can maximize these rewards by earning bonuses! With bonuses, you can increase the Exp. Points your Pokémon receive by a lot-and improve your chances of getting items, too!

Bonus name	
New Pakémon	Catch a new species of Pokémon for the first time
Successful Catch	Catch a species of Pokémon you have caught before
Nice Throw	Throw a Poké Ball through a colored ring when it's about 50-75% its max size
Great Throw	Throw a Poké Ball through a colored ring when it's about 25-50% its max size
Excellent Throw	Throw a Poké Ball through a colored ring when it's less than 25% its max size
First Throw	Catch a Pokémon with the first Poké Ball you throw
Synchronized Bonus	Catch a Pokémon by syncing with a Support Trainer (p. 18)
Technique Bonus	Catch a Pokémon by swinging a Joy-Con detached from your system or a Poké Ball Plus (p. 17)—this bonus cannot be triggered when syncing with a Support Trainer
Combo Bonus	Catch the same species multiple times in a row (p. 117)
Size Bonus	Catch a Pokémon that's unusually large or small (p. 117)

Maximize Your Chance for Success!

Some bonuses will help you catch Pokémon as well! Getting a Nice Throw, a Great Throw, or an Excellent Throw will make your catch more likely to succeed. And getting a Synchronized Bonus will boost your chance of catching a Pokémon about as much as using a Silver Razz Berry!

Berries or Candies

You may get either Berries or Candies (p. 126) after catching a Pokémon, You'll be more likely to get Berries at first, but once you've caught a good number of Pokémon, you might well earn Candies instead. You can even get rare XL or speciesspecific Candies if you play your cards right. Keep earning those bonuses, and use Pinap Berries to up your chances of aettina items!



There are three kinds of Berries you can use: Razz Berries, Nanab Berries, and Pinap Berries, Each comes in three varieties; normal, silver, and golden, Silver Berries will have a greater effect than normal Berries, and golden Berries will be more effective than silver ones. Collect Berries from your encounters, or find them in the field, and use them well to seize success and get rewards!





Razz Berry Makes a catch a little more likely to succeed



Silver Razz Berry Makes a catch much more likely to succeed



Golden Razz Berry Makes a catch way more likely to succeed



Nanab Berry Calms Pokémon for a short time so you can more easily aim your Poké Ball



Silver Nanab Berry Calms Pokémon for a while so you can more easily aim your Poké Ball



Golden Nanab Berry Calms Pokémon for a long while so you can more easily aim your Poké Ball



Pinap Berry





Silver Pinan Berry Makes it much more likely you'll get items after a catch



Golden Pinap Berry Makes it way more likely you'll get items after a catch

Catch Combos

You can build up a Catch Combo by catching the same species over and over as you travel the region. This may help you get more Candies, and a combo also gives you some great brunses! A higher Catch Combo makes you more likely to encounter extra-small or extra-large Pokémon, Pokémon with great individual strengths (p. 125), or even Shinly Pokémon!

Shiny Pokémon

Shiny Pokémon are incredibly rare Pokémon that are differently colored. They're easier to find when you build up a Catch Combo, and you can also increase your chances by using Lures or by getting a Shiny Oharm after completing your Pokédex (p. 119)! You can recognize Shiny Pokémon in the field by their different coloring and the sparkles around them when they appear!



Size difference:





Pokémon of the same species can come in different heights and weights, just like creatures in the real world! You won't know exactly how large or heavy a Pokémon is until you catch it, but if a Pokémon appears in the field with a red glow, it'll be far larger than normal, and if it has a blue glow, it'll be pretty tiny!

Finding large or small Pokémon can be tough if you're just waiting around, but you're far more likely to find one if you've built up a large Catch Combo. Try it out if you want to show off who caught the biggest Onix or the tiniest Tentacool!

\ Great stats







An awesome Jigglypuff caught with a high Catch Combo

Pokémon of the same species can have different stats because of their individual strengths (p. 125). Normally it's completely random what a Pokémon's individual strengths will be when you catch it. However, the longer a Catch Combo goes on, the better the chance you'll encounted a Pokémon of that species with at least one, two, three, or even four of their individual strendths maxed out!

Keep That Combo Going

The only way to build up a Catch Combo is to repeatedly catch the same species of Pokémon. Once you catch a different species, your combo will end. It will also end if the Pokémon you've encountered runs away from you or if you turn off your came. Charge us your system and settle in for a catching spree!

Unusual Encounters



The longer you continue a Catch Combo, the more likely you are to keep encountering the same species of Pokémon. But something curious will also happen: you may start to encounter Pokemon that you'd never otherwise encounter! These are the Pokémon you see listed as unusual encounters on maps, like the Bulbasaur in Viridian Forest. These unusual encounters are the only way to encounter some species, which is one more reason to give Catch Combos a try!



Your Pokémon Box



While you can only have up to six Pokémon in your party, any other Pokémon you catch will still travel with you stored safely in your Pokémon Box. To open your Pokémon Box, just choose it from inside your Bag, or you can also press © when you're on the Party screen. As you'll see below, it has a lot of useful functions in addition to storing your Pokémon!

Sorting and searching in your Pokémon Box





Your Pokémon Box can hold up to a thousand Pokémon, and you'll likely be catching many new friends on your journey across Kanto. The sorting and searching functions of the Pokémon Box make sure you're always able to find the right Pokémon to add to your party for an

upcoming battle. Just press ① to bring up the sort/search list. You can choose all kinds of ways to sort the Pokémon in your Box, such as by catch order, by level, or alphabetically. If you want to find a specific Pokémon, you can search for it by name, tybes, moves It knows, or even the TMs it can learn moves from. amono other search obtions.



vorite a Pokemon to find it in your Pokemon Boxl You can do this by choosing Change markings when you've

Comparing Pokémon





Remember that no two Pokémon are exactly alike, even those of the same species and level! When trying to compare one Pokémon's strengths to another's, you can check the Pokémon's stat graphs, which you can learn more about on page 124. But a quick way to estimate how a Pokémon

may measure up in battle is to look at its Combat Power (or CP for short). A Pokémon with higher CP will tend to do better in battle, so if you have two of the same Pokémon, you can keep the one with higher CP and send the other to Professor Oak.

Sending Pokémon to Professor Oak



When you've got two or more of the same species of Pokémon sitting in your Box, try sending some of them to the professor for his research. He'll reward you with Candies that can power up your Pokémon in return. Choose a Pokémon from your Pokémon Box to get started, and then

select Send to professor. Once you've started this process, you can keep selecting more Pokémon with @. When you're done making selections, press @ to send them. It's that easy! Learn more about what kind of Candies you can get and what you can do with them on pase 126.



You can select up to 30 Pokémon to send at one time—though you can't send Pokémon in your party or ones that wou've marked as favorites!

The Pokédey



Your Pokédex is the ultimate high-tech encyclopedia for learning all sorts of neat things about Pokémon in the Kanto region. It can be accessed easily from the main menu. While some information on a Pokémon can be viewed just by seeing that Pokémon in the wild or in a Trainer battle, you'll only be able to gather all the data on a Pokémon by catching it or trading for it. Some different forms of Pokémon also have different Pokédex data as well, so keep an eye out, and do your best to fill your Pokédex with every species and form of Pokémon to be found!

Sorting your Pokédex



Once your Pokédex starts to fill up with the many Pokémon you discover on your adventure, it may be hard to find the one you're looking for. Or maybe you want to see which Pokémon are the biggest or heaviest. By pressing O, you can bring up the Sort menu, allowing you to choose how Pokémon you've obtained appear in alphabetical order, heaviest to lightest, shortest to tallest, and more. Vou should have no problem finding the Pokémon you've looking for!

Learn about Pokémon with your Pokédex



A Pokémon vou've seen





A Pokémon you've caught

By choosing a Pokémon in your Pokédex, you'll be able to view its data. This includes helpful things such as the Pokémon's type. But the Pokédex also remembers tru things, such as the number of times you've caught that species of Pokémon, the lightest and heaviest you've caught of that species, and the shortest and tallest caught, too! You can also view things such

as different forms, including regional variants, male and female forms, and even Shiny versions, if you've managed to obtain them. Try becoming the very best Trainer, and complete your Pokédex like no one ever has before!

Pokémon habitats





Did you see a Pokémon you liked in a Trainer battle or in the wild, only to have it escape on you? Never fear, Trainer! You can find that Pokémon in your Pokédex and choose the Check habitat option to see where in the Kanto region that Pokémon can be found! Remember, though, that veren if you go be a Pokémon's habitat, it.

might take a while to find it. Some Pokémon are rarer than others, after all! Certain Pokémon may even have no known habitat, because that's how rare they are! You might need to use Evolution or other means to get these Pokémon. To learn more about how to obtain each Pokémon, check the Kanto Region Pokédex starting on page 161.

Complete Your Pokédex for Rewards

Completing your Pokédex will give you more than just a sense of satisfaction. If you visit the director of the GAME FREAK Development Office in the Celatorio Condiminums, you can get a diploma in recognition of all your hard work. He'll also give you a shiny Charm, which increases your chances of finding Shiny Pokémon (p. 107)!



Filling Your Pokédex

In your adventure across Kanto, you'll be able to make good progress on your Pokédex by catching every wiid species you encounter. But you won't get them all that way. For example, you can only fill out certain pages in your Pokédex by evolving Pokémon to reach the next species in their Evolution chain. The enthies in the Kanto Region Pokédex (p. 161) will help you fill in every last page of your Pokédex in your game, but here are some of the basics you should know as you work on completing your very own Pokédex!

Some Pokémon evolve by leveling up



The most common way for a Pokémon to veolve is by leveling up. When a Pokémon that can evolve this way has reached a certain level, it will start to evolve. If you don't want it to evolve just yet, you can stop it at this time by pressing ③. But know that it will conflue to try to evolve each time it levels up from that point on.

Some Pokémon evolve with items

Certain Pokémon can evolve at any level if they have special stones used on them. While you may want to evolve these Pokémon right away, they might not learn certain new moves by leveling up after they've evolved. Make sure your Pokémon have learned any moves you want before using an Evolution stone on them. Learn how to get these stones from the list of items that begins on page 382.







ough your partner Pokemon is compatible with some Evolution stones, you won't be able to evolve it!

Starvu, Eevee

Stone

Some Pokémon evolve when traded

Kadabra, Machoke, Graveler, and Haunter will only evolve when they're traded to another player. Fortunately, these four Pokémon can be evolved this way at any level. Ask another player to help you evolve these Pokémon by trading the Pokémon to them and then back again, and be sure to return the favor, too!

Trading Pokémon



Once you've delivered Oak's Parcel (p. 31), you'll be able to select the communication icon on the main menu. By choosing Communicate and then Play with Others, you'll be able to choose to connect with either someone nearby or someone far away. You and the other player will need to enter

the same link code (made of three pictures of Pokémon) to begin the trade. Then each of you will have to choose one of your Pokémon to trade with the other. Trading is a great way to evolve and get certain Pokémon. Plus, Pokémon caught by another Trainer and received from a trade also gain Exp. Points faster than Pokémon you caught yourself! But be careful—traded Pokémon won't always listen to you at higher levels if you don't have enough Gym Badges!



Get exclusive Pokémon by trading

Some Pokémon may also be exclusive to one version of the game or another, as you learned back on page 20. That means you'll need to trade with players who have the other version of the game in order to fill your Pokédex with Pokémon such as Bellsprout, Oddish, and more.

Rare Pokémon to Obtain

Still other Pokémon can only be gotten in more unusual ways. Fossils, for example, can be hard to come by, but they can be restored into Pokémon you would never encounter in the wild otherwise. Check out the Items list starting on page 389 to find out how to find these Fossils.

You can also find Alolan regional variants of some Pokémon—Pokémon originally discovered in the Kanto region that have adapted to live in the distant tropical region of Alola. You don't need to catch these forms to complete your Pokédex, but it's fun to explore their differences. They have different types and may learn different moves than their more common counterparts. Many of them can also everlwe, so turn to the Kanto Region Pokédex (p. 161) to see how these regional variants may surprise you—as well as how to get each one.



Omanyte, Aerodactyl, and Kabuto











Alolan Sandshrew

ruoidii vo

Legendary Pokémon

Some Pokémon are so strong and rare that they are the stuff of legends. And some of these Pokémon can only be caught once, but any of them would make a powerful ally. Try to catch all of these Legendary Pokémon to complete your Pokédex!



Articuno, Zapdos, Moltres, and Mewtwo

Mythical Pokémon

Mythical Pokémon are even harder to come by than Legendary Pokémon, so Professor Oak will still consider your Pokédex complete if you don't manage to get them. But even so, you can try to get these three Mythical Pokémon for your own satisfaction. They're also super strong, like Legendary Pokémon!



Melmetal, Meltan, and Mew



Building a Balanced Team

Every Pokémon has either one or two types that give it advantages and weaknesses against other Pokémon's attacks. Think of it like a game of rock-paper-scissors, Rock might beat scissors, but it loses to paper. The same is true in Pokémon battles. While Grass types are strong against Water-type moves, they're weak to Fire-type moves. You'll want to build a diverse team to cover all the bases!

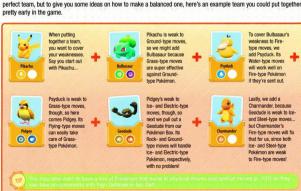


Pokémon Type Relationships

With 18 different types of Pokémon out there, remembering every type's weaknesses can be difficult at first-especially when a Pokémon has two types! Don't hesitate to use the type matchup chart on page 399 to refresh your memory whenever you need. It'll help you build teams that can dish out supereffective moves against whatever Pokémon your opponent sends out against you.

Sample Pokémon team

Let's take a look at how building a diverse team of Pokémon can aid you on your guest to be the best. There's no single perfect team, but to give you some ideas on how to make a balanced one, here's an example team you could put together pretty early in the game.



Mastering Type Matchups

The amount of damage a move does depends on type matchups, so remember that weaknesses and resistances depend on the type of move used against your Pokémon, not the type of Pokémon dishing out the move. Think you're safe just because your Fire-type Charmander is facing the Normal-type Lickitung? Think again—because Lickitung can learn a Water-type move like Surf and wash your Charmander away! Let's look at how some moves would work in battle.



200% Damage

On the other hand, Shadow Ball, a Ghost-type move, would only deal the regular amount of damage, because Fire-Pokémon aren't weak to or strong against Ghost-type moves.



If Flamethrower is used on Charmander. it'll only do half damage, because F Pokémon are strong against Fire-type moves.



= 50% Damag

What about Pokémon with two types? A Pokémon with two types has all the weaknesses and resistances of both types. meaning they can be doubly weak to some types, be doubly resistant to some types, or have the weaknesses and resistances of their two types cancel each other out so they receive the regular amount of damage.





Fire-type Pokémon are strong against icemoves, but Flying-type Pokémon are weak to ice-type moves. That means Charizard, which is Fire and Flying type, would simply take the regular amount of damage from being hit by an Ice-type move.

If a Grass-type move is used on Charizard. Charizard will only receive a quarter of the usual damage, since both Fire e Pokémon and Flying-type Pokémon resist 6 moves and Charizard is both of these types.



Some types of Pokémon also are completely immune to damage from certain types of moves. Ghost-type Pokémon have a well-known immunity to Normal- and Fighting-type moves, meaning that any Normal- or Fighting-type move used on a Gastly will deal no damage! To see all type matchups, including immunities like this one, check out the chart on page 399.

Same-Type Attack Bonus

In addition to weaknesses and resistances, moves also get powered up when they're used by Pokémon of the same type as the move. A Lickitung using Surf against a Rattata will deal regular damage, but a Squirtle using Surf against that Rattata will deal 1.5 times the regular amount of damage! This might make it tempting to use moves that match your Pokémon's type all the time.





but that's not always the best choice. Remember that even Squirtle's boosted Surf will see its effectiveness cut in half against any Pokémon that's strong against Water-type moves, such as Dragon-type Pokémon. A great Trainer always picks their moves carefully!

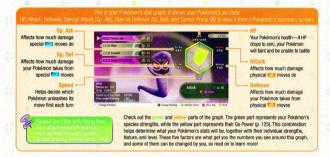


Raising & Catching the Right Pokémon

There are over 150 species of Pokémon you can get and raise in *Pokémon: Let's Go, Pikachu!* and *Pokémon: Let's Go, Eevee!* So how do you decide which ones you want on your team? You may want to think about type matchups, as you learned about on the previous page, or the moves they can learn (p. 131). But you probably also want to consider their stats. They aren't set in stone—you can do a lot to affect the stats the Pokémon on your team end up with!

See a summary of your Pokémon

Start off by getting to know your Pokémon's summary screen. You can reach it by choosing Check summary when you've selected a Pokémon in your party or in the Pokémon Box in your Bag, You'll see information like how you met and more, but if you press @, you can also see a good deal of useful battle information—including your Pokémon's stat graph and the moves it knows.



Species Strenaths

Every species of Pokémon has its own strengths. Some are naturally speedy, while others have great defenses. You can't change these species strengths, so it's usually a good bet to start by choosing a Pokémon species that has good species strengths for the stats you're interested in. Check out the table below to get some idea of Kanto Pokémon that have great species strengths.





These charts in the Kanto Region Pokédex (p. 161) illustrate species strengths for each Pokémon species.



Nature



A Pokémon's Nature affects its stats as well. Most Natures help the development of one stat, so it can each a higher max value at Lv. 100. But most Natures also hurt the development of another stat, so it will end up with a lower value. To find out which of your Pokémon's stats are affected by its Nature, check out that stat graph again.

The pink stat is getting helped by your Pokémon's Nature, while the blue stat is getting dragged down. If no stat names are colored, then your Pokémon has one of the few Natures that don't affect any stats. Natures can't be changed, so before training up a Pokémon you've caucht, check if it's got the right Nature for you!

Wisit Madam Celadon for a leg up in catching Pokemon with the Nature you want Turn to page 388 for more into

Individual Strengths



Each Pokémon also has individual strengths. These numbers make every individual Pokémon a little different from others of its kind. Once you've got the Judge function (p. 52), press ③ from your Pokémon's summary screen to check that Pokémon's individual strengths.

See the words below each stat name? If you see Best, then rest easy—your Pokémon has the best possible individual strength for that stat! And if it says Fantastic, that means that your Pokémon is just one step down from the best

possible individual strength for that stat—not too shabby! Improve your chances of finding Pokémon with great individual strengths by mastering Catch Combos (p. 117), or max out the individual strengths of a Pokémon you've already caught through Hyper Training.

Hyper Training

It's possible to max out all of a Pokémon's individual strengths—but only if you raise that Pokémon to Lv. 100 and have entered the Hall of Fame. If you've done both, you can visit Mr. Hyper to have your to 100 Pokémon undergo Hyper Training. You can Infind Mr. Hyper at the Pokémon Day Care on Route 5. Give him Bottle Caps or Gold Bottle Caps, and he'll take good care of you! You can get Bottle Caps for battling Milna none a day (p. 50). You have a small chance of finding Gold Bottle Caps in the Rocket Game Corner in Celadon City (p. 62).

Make your mark



You can add markings to any of your Pokémnon, helping you search for them later when you have lost of Pokémnon in your Pokémno Box. Some people like to use these markings to identify Pokémnon with really high or low individual strengths. You could also use these marks to be sure you don't accidentally send a great Pokémon to the professor! Press & from the Judge screen or when rivieming your Pokémon's stat graph to add markings. You can also choose a Pokémon in your Pokémon 80x press & and select Chance markins.

Go Power

With Go Power, you can raise the stats of any Pokémon you catch! If you like an adorable little Pokémon that doesn't usually pack much punch, use Go Power to give it a flighting chance in battle, You can raise each stat by as much as 200 points with Go Power, and you can max out Go Power for all six of your Pokémon's stats if you have the patience and the right Candies. There are a couple of ways to use Go Power to raise your Pokémon's stats.



Gains from leveling up



Each time your Pokémon levels up, it will gain an extra point for one of its stats. thanks to Go Power. Which stat is most likely to see gains after leveling up can vary from Pokémon to Pokémon and from level to level. If you want more control over which stats are increased, you'll definitely want to turn to Candies.

See the extra +1 in the HP row? You've got Go Power to thank for that extra stat point!

You may start finding Candies after catching a large number of Pokémon. You can also get Candies from sending Pokémon to the professor for his research. With either of these methods, you can end up getting generic Candies or species-specific Candies that can be used on your Pokémon from the Candy Jar in your Bag.



You can also get Candies that share a name with a particular Pokémon species. If that species can evolve, any Pokémon in its Evolutionary line can use the same Candies. Check out the table on page 393 to see which species-specific Candy can be used for each species of Pokémon in the Kanto region.



Species-specific Candies raise all six of a Pokémon's stats at once, but they're much harder to come by than generic Candies!

Get Candies from catching wild Pokémon



You can get Candies by catching wild Pokémon during your adventure. The types of Candy that you get from catching a particular species will be linked to the stat or stats that Pokémon species tends to excel in. The table on page 392 breaks it down for you.

Meanwhile, the size of Candy you may find after catching a Pokémon depends on how many Pokémon you've caught. Catching tons of them will boost your chances of getting rare extra-large Candies and species-specific Candies!











Call
Candy
Candy L
Candy XL
Species-sn

Candy	Any Pokémon			
Candy L	Pokémon Lv. 30 or above			
Candy XL	Pokémon Lv. 60 or above			

Pokémon of the same Evolutionary line

Maximize Your Chances of Getting More Candies

- Catch XL or XS specimens (p. 117)
- Get a Synchronized Bonus (p. 18) - Get an Excellent Throw (p. 116)
- Catch Pokémon with your first throw
- Build up a Catch Combo (p. 117) - Use Pinap Berries (p. 116)

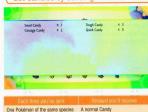


At least 30 Pokémon in total At least 60 Pokémon in total At least 90 Pokémon in total

At least 120 Pokémon in total

A large Candy

An extra-large Candy A species-specific Candy



You learned back on page 118 that you can send Pokémon to Professor Oak from your Pokémon Box. This is another way you can get yourself Candies to help your other Pokémon grow stronger through Go Power!

Like the Candies you can get from catching Pokémon, the type of Candy will be linked to the stats listed for that species in the table on page 392. The size, though, will depend on how many Pokémon of that species you've ever sent to the professor.

When you send a Pokémon that has grown stronger through Go Power, you might get back some species-specific Candies, too-but only a very small number! Your hard work training that Pokémon won't go to waste, even if you decide to give it to the professor for his research.

Get Those Candies

Five Pokémon of the same species

10 Pokémon of the same species

50 Pokémon of the same species

Stock up on tons of Poké Balls, and use the table to the right to pick a species that can drop the kind of Candies you want, Build up a Catch Combo (p. 117), which will make it more likely you'll keep encountering the same species, then go wild catching Pokémon! You may get Candies after successful catches, especially using the tips from the previous page.

Boute 22 Nidoran² Attack Goldeen Water's surface on Route 6 Defense Geodude Mt. Moon Sp. Atk Gastly Upper floors of the Pokémon Tower Water's surface on either Route 20 or Route 24 Sp. Def Tentacool Diglett's Cave Speed Diglett

If you've already unlocked the Judge function

(p. 52), use it to check which Pokémon have the best individual strengths. Then send the rest to the professor for his research and claim all the Candies you get that way, too! You'll be a Go Power master in no time!



Get Candies with your Poké Ball Plus



If you take a Pokémon out for a stroll in your Poké Ball Plus, you may get some species-specific Candies when it comes back to you! This is the most reliable way to get these Candies for Pokémon that you can't easily catch in the wild. Learn more on page 157 about how to maximize the rewards you can get from using the Poké Ball Plus.

Leveling Up

Your Pokémon's level is the final thing that affects your Pokémon's stats—and a lot more! Leveling up your Pokémon can also help them learn new moves (p. 131) and evolve (p. 120) or make them ready for Hyper Training (p. 125)! The main way to level up your Pokémon is by helping them earn Exp. Points through battles against other Trainers and when catching wild Pokémon.

Exp. Point bonuses

The number of Exp. Points your Pokémon gets from every battle or catch will be boosted if your Pokémon matches any of the conditions below. These bonuses also stack, so a Pokémon that came to you in a trade and now loves you a lot will have a real advantage for leveling up!





- If your Pokémon came from someone playing in a different language
- . If your Pokémon was given to you in a trade (p. 120)
- If your Pokémon came from Pokémon GO (p. 159)
- If your Pokémon loves you a lot (p. 129)
- If your Pokémon was stopped from evolving so it could continue to be trained

Exp. Points earned from catches will also be boosted if you manage to achieve any of the conditions below. These also stack with each other and with the factors above. Play your cards right, and you'll have your Pokémon at Lv. 100 far quicker than usual!

- Catch an unusually small or large specimen (p. 117)
- . Get a Synchronized Bonus with a Support Trainer (p. 18)
- · Catch a new species of Pokémon
- Catch a Pokémon by swinging a Joy-Con detached from your system or a Poké Ball Plus (p. 17)
- Make a Nice Throw, a Great Throw, or an Excellent Throw (p. 116)
- Catch lots of the same species in a row (p. 117)
- . Catch a Pokémon on the first attempt (p. 116)

Level Up in Other Ways!

There are also two other ways to help Pokémon level up! You can leave them at the Pokémon Day Care on Route 5, or you can use special items called Rare Candies. Pokémon left at the Pokémon Day Care gain Exp. Points while they are there, but the staff don't do it for free! You'll have to pay them when you pick your Pokémon up, and the longer they stayed (meaning the more they leveled up), the more you'll pay.







Even though you pay for the privilege, leaving Pokernon at the Pokernon Day Sade with a super you solve our with rewards. You have a chance to get Berris (a. 116) when you pick your Pokernon has stayed for quite a while! The longer your Pokernon stays, the better the chance you'll get multiple Bare Candies can be found in the field sometimes. Be sure to check out any items you soot lying around on the ground, and you might get lucky! You can also sometimes get Rare Candies when you bring your Pokémon back from a stroll in the Poké Ball Plus (p. 157).







Your Pokémon will grow to love you if you're a good Trainer, which'll give you lots of benefits in battle! Love goes up when you help your Pokémon grow stronger by having them travel with you or battle for you.

Use the handy list below to increase the love your Pokémon have for you.

- Help your Pokémon level up by earning Exp. Points or by using items on them
- Have your Pokémon travel with you by letting them out of their Poké Balls (p. 144)
- Use items on your Pokémon that boost their stats in battle (p. 134)
- Use items on your Pokémon that help them get permanently stronger (p. 134)
- Let your Pokémon take part in important battles against Gym Leaders and other tough Trainers





In general, your Pokémon's love for you will not go down-but there is one surefire way to make your Pokémon feel less loving toward you. If you let your Pokémon faint in battle, its love for you will go down a little bit. It will go down even more if it was battling against a Pokémon that was way higher in level, so don't try to pit your Pokémon against opponents that completely outclass them!

Benefits of Love in Battle





Pokémon with higher love trust you more and will try harder in battle than other Pokémon! Depending on how high a Pokémon's love is, the effects can get better and better, so be sure to treat your Pokémon well-and try adventuring with different Pokémon on your team outside their Poké Balls to build up their love.

"You're really starting to "Pikachu toughed it out so Get a little bit more Exp. Points from battles and catching Pokémon / Very small get friendly! I'm sure you'll you wouldn't feel sad!" chance of not fainting from a hit that would normally knock that Pokémon out be best friends in no time." "Eevee shook itself awake so Get a little bit more Exp. Points from battles and catching Pokémon / Small chance you wouldn't worry!" "It seems like Eevee likes of not fainting from a hit that would normally knock that Pokémon out / Medium being with you!" "Eevee managed to expel the chance of recovering from status conditions (p. 133) on its own poison so you wouldn't worry!" "I can tell Pikachu Get a little bit more Exp. Points from battles and catching Pokémon / Medium really likes you. It's "Pikachu avoided the move in chance of not fainting from a hit that would normally knock that Pokemon out / saying it wants to time via your shout!" Medium chance of recovering from status conditions on its own / Very small always be with you!" chance of avoiding an opponent's move entirely Get a little bit more Exp. Points from battles and catching Pokémon / Good chance of *Eevee really, really, really "Fevee landed a critical hit not fainting from a hit that would normally knock that Pokémon out / Medium chance loves you! I can tell you wishing to be praised!" of recovering from status conditions on its own / Very small chance of avoiding an really trust each other!" opponent's move entirely / Double the normal chance of landing a critical hit

Battle Formats

You'll come across all sorts of different Trainers in your journey around the Kanto region, Many of them will want to battle and test their skills against yours, and there are a few different kinds of battles they may want to have. You'll want to know about each kind of battle to be ready for anything, so let's take a look at them!

Single Battles



Single Battles are the most common kind of battle you'll find during your adventure. Single Battles are exactly what they sound like-each Trainer has a team of up to six Pokémon, and they each send out one Pokémon at a time in a turn-based battle. The Pokémon that has the higher Speed generally gets to go first each turn.





Double Battles



There are a few different kinds of Double Battles, but the basics for all of them are the same—two Pokémon battling against another two Pokémon, In Double Battles during Link Battles with another player in the real world (p. 140), each Trainer uses two Pokémon in battle at the same time. During







command in the battle and he'll send out one of his!

such as being able to hit multiple Pokémon. This makes for some exciting combinations you can't see

vour in-game adventure. sometimes you will use two of your Pokémon but you'll be battling against two other Trainers—such as Team Rocket's Jessie and James-who each send out one of their own Pokémon to take on your two. At other times, your rival might join your side. When this happens, you'll send out

one of your Pokémon to











Support Battles



anywhere else!

When another player plays together with you as a Support Trainer (p. 18), they'll join you in battle as well! Even if they weren't on the field, they can still enter the battle by shaking their Joy-Con or Poké Ball Plus! Any battle that would normally be a Single Battle will become a Support Battle. In a Support Battle, you'll use the first Pokémon in your party while your supporter will use the second Pokémon in your party. You'll battle together against another Trainer in a two-versus-one style!







Mastering Moves

Pokémon can learn a lot of different moves by leveling up, evolving, and having TMs (p. 387) used on them. There are a few other ways that Pokémon can learn moves under the right conditions. Read on about all the ways Pokémon can learn moves to get the most out of your Pokémon in the many battles you'll have during your adventure in Kantol

Leveling up

Your Pokémon may have the chance to learn a new move or moves when they level up. Check the new move's description to decide whether it's worth replacing one of your Pokémon's older moves.



Evolving

Some Pokémon also have the chance to learn new moves when they evolve. These are often moves that the Pokémon's next Evolution can learn in the wild before being caught but which they don't otherwise learn by leveling up.

Technical Machines (TMs) can be used to teach powerful moves to many different Pokémon. You can use them as many times as you want. Select them from the TM Case in your Bag to use them on the Pokémon in your party. Turn to page 387 to find out how to get them all!

Madam Memorial

Madam Memorial is a Move Reminder—a special person who can help your Pokémon relearn moves it forgot, moves it could've learned but didn't when it had the chance, and even moves it could someday learn by leveling up! She's at the Pokémon Center on the Indigo Plateau (p. 103).



Partner Move Tutor

The Partner Move Tutor can be found in Cerulean City (p. 41). Celadon City (p. 62), and Fuchsia City (p. 72), and he can help your partner Pokémon learn unique moves for freel These moves are some of the best your partner Pokémon can learn, so make good use of them. Turn to page 387 to learn more about these moves.



To use Madam Memoriai's services, you'll have to pay her—but she won't accept cash! She wants Heart Scales instead, so find plenty of them as hidden items in the Seafoam Islands, as a gift from your partner (p. 142), or by playing with a Poké Ball

Know How to Use Your Moves

Each move your Pokémon learns has its own effects, but there are a handful of major categories that they all break down into. This section will introduce you to them so you can decide just what sort of move you might want to add into your strategy.

Physical and special moves





Moves that deal damage can be either physical moves or special moves. Physical moves get stronger the higher the Attack stat is for the Pokémon using the move. Special moves get stronger the higher the Sp. Atk stat is for the Pokémon using the move.

The same is true for defending, too! Physical moves will deal less damage to a Pokémon with higher Defense, and the same goes for special moves and Sp. Def.



. To check whether a move deals physical or special damage, you can turn to the Moves list beginning on page 382.

Multi-hit move



Most damage-dealing moves will strike once to do their damage, but some moves will hit multiple times in a row. These multi-hit moves generally have lower power, but because they hit more than once, they can make up for it!

If these moves succeed, the number of times they hit is random, but it is always at least two times. Each hit from these moves is affected by stat boosts, too, so they can do some serious damage if you boost your Pokémon's Attack. (More about that below!)



One-hit KO moves



Some moves will automatically cause a Pokémon to faint, regardless of how high their HP, Defense, or Sp. Def may be! These one-hit KO moves include Fissure and Horn Drill. Their accuracy rises the lower the target's level is compared to the user's level—but at the other end, their accuracy can be as low as 30. You can recognize these moves in the moves list (p. 382) by the description "The tarcet faints with one hit."



Status move

Status moves are a third kind of move different from physical and special moves. They don't deal damage, but they can affect the battle and turn the tide in your favor! These moves can be the most difficult to master, so read on to learn about some of the different things they can do.

Status moves can change stats in battle

One of the most common types of status moves are those that change the stats of a Pokémon. This works similarly to how an X Attack or X Speed would, but you don't even need an item! Even better, some of these moves can lower your opponent's Pokémon's stats!

Understanding Stat Changes



When you raise or lower a Pokémon's stats in battle with moves or items (p. 134), you'll typically change them by one or two stages at a time, up to a total of six stages maximum. In battle, you can check how many stages a Pokémon's stats have been raised or lowered if you press ⊙ and then choose the Pokémon you want to check—each red triangle represents one raised stage, while each blue triangle is a lowered stage. You should know, however, that HP cannot be raised or lowered with stat changes. And remember that stat changes only last until the end of battle or until a Pokémon is switched out! If you want to have a permanent effect on your Pokémon's stats, turn back to page 125 to read about 60 Power.

Message in battle What it means Increase or decrease to stats

[Pokémon's stat] rose! Stat was increased by one stage.

[Pokémon's stat] rose sharply! Stat was increased by two stages

Stat was increased by two stages.

Stat was decreased by one stage.

[Pokémon's stat] harshly fell! Stat was decreased by two stages.

About 50% increase for all stats except HP. About 30% for evasiveness or accuracy.

About 100% increase for all stats except HP. About 60% for evasiveness

or accuracy.

About 30% decrease for all stats except HP. About 25% for evasiveness

About 50% decrease for all stats except HP. About 40% for evasiveness or accuracy.

Status moves can make your Pokémon stronger



[Pokémon's stat] fell!

Moves such as Harden and Aglilty will boost your Pokémon's stats until the end of the battle or until the Pokémon faints or is switched out. Vou can use these moves multiple times to keep increasing your Pokémon's stats. Eventually, though, the Pokémon will reach a point where its stats can't be raised any higher in this way. But by the time your reach that point, you'll probably be ready to sweep through your opponent's team!

items to boost your Pokemon's stats, as you'll see on page 134.

Status moves can make your opponent's Pokémon weaker



Moves such as Screech and Growl will lower an opposing Pokémon's stats until the end of the battle or until the Pokémon faints or is switched out. Like stat-raising moves and items, you can use these moves multiple times to keep decreasing a Pokémon's stats, but the stats will also reach a point where they can't be lowered any further.

Status Conditions Can Change the Battle

Some moves can cause status conditions. These conditions are asleep, paralyzed, burned, frozen, poisoned, and badly poisoned. Some physical and special moves have a chance of causing these in addition to the damage they deal, though the odds usually aren't high. Status moves that inflict status conditions are usually much more likely to succeed, but they dean lo damage directly. Each of these status conditions has different effects, as you can see in the table below. Some Pokemon types are immune to certain status conditions. Check the type matchup chart on page 399 for all the info!

There are some other conditions that can affect your Pokémon as well. Conditions like confusion don't need an item to be cured, though. You can get rid of them by switching Pokémon.

don t noca an itom	to be dured, alough. Tou our got no or dronn by	omoning rotomon.
Status condition		
ASLEEP	A Pokémon that's asleep can't use moves.	Wait until the Pokémon wakes up in battle, use a curing item, or visit a Pokémon Center.
PARALYSIS	A paralyzed Pokémon has its Speed stat lowered and randomly may not be able to use a move at all.	Use a curing item, use the move Rest, or visit a Pokémon Center.
BURNED	A burned Pokémon has its Attack stat lowered and takes damage each turn.	Use a curing item, use the move Rest, or visit a Pokémon Center.
FROZEN	A frozen Pokémon can't use moves.	Wait until the Pokémon thaws or is hit with a Fire-type move in battle, use a curing item, use the moves Flare Blitz, Scald, or Sizzly Slide, or visit a Pokémon Center.
POISONED	A poisoned Pokémon takes damage each turn.	Use a curing item, use the move Rest, or visit a Pokémon Center.
POISONED	A badly poisoned Pokémon takes increasing damage each turn.	Use a curing item, use the move Rest, or visit a Pokémon Center.

Recovery moves





There are a few moves that can restore HP to your Pokémon during battle without the need for an item. Moves such as Recover and Rest will restore a large amount of HP to your Pokémon so it can go longer in battle without fainting!

There are other kinds of moves that can

restore HP to your Pokémon while doing damage to your opponent's Pokémon, too! Leech Seed and Absorb are moves like this, They won't restore as much HP as Recover or Rest, but the damage they deal might make up for it!

Priority moves



The Speed stat of each Pokémon normally decides which one gets to act first each turn, but priority moves go first even if your Pokémon's Speed stat is lower than an opponent's. These are moves such as Guick Attack and Sucker Punch. Using these moves when the opponent's Pokémon is close to fainting is a great way to make sure they can't strike back! Recognize these moves in the moves list (p. 382) by descriptions like "Strikes with high priority."



If two Pokemon use moves of the same priority, you'll be back to the



Understanding Items

While moves are a big part of battle, items can have an equally important role. You might overlook them, but their effects can mean the difference between a win and a loss. You'll want to use them as best you can!

In-battle items

There are a lot of different items that can be used in battle, but they can mostly be put into two groups. The first is healing and restorative items, and the second is stat-boosting and other items.

Healing and restorative items

These items may heal your Pokémon or remove status conditions, and most of them can be bought in Poké Marts—though you'll need to earn Gym Badges to be able to buy the most effective items. Check out the Items list beginning on page 389 for more details on how to obtain any item you're interested in.

		low to obtain any item you're interested i		Items	Effects
8	Potion	Effects Restores 20 HP to a single Pokémon.	0	Revive	Revives a single Pokémon that has fainted. It als restores half of the Pokémon's max HP.
8	Super Potion	Restores 60 HP to a single Pokémon.		Max Revive	Revives a single Pokémon that has fainted. It als fully restores the Pokémon's max HP.
8	Hyper Potion	Restores 120 HP to a single Pokémon.		Fresh Water	Restores 30 HP to a single Pokémon.
9	Max Potion	Completely restores the max HP of a single Pokémon.	8	Soda Pop	Restores 50 HP to a single Pokémon.
8	Full Restore	Fully restores the HP of a single Pokémon and heals any status conditions it has.	0	Lemonade	Restores 70 HP to a single Pokémon.
8	Antidote	Lifts the effects of being poisoned from a single Pokémon.	8	Ether	Restores 10 PP to a single selected move that has been learned by a Pokémon.
8	Burn Heal	Heats a single Pokémon suffering from a burn.	8	Max Ether	Fully restores the PP of a single selected move that has been learned by a Pokémon.
8	Ice Heal	Thaws out a single Pokémon that has been frozen solid.	8	Elixir	Restores 10 PP to each of the moves that have been learned by a Pokémon.
8	Awakening	Rouses a single Pokémon from the clutches of sleep.	8	Max Elixir	Fully restores the PP of all of the moves that har been learned by a Pokémon.
8	Paralyze Heal	Frees a single Pokémon that has been paralyzed.		Shalour Sable	Heals all the status conditions of a single Pokémon.
6	Full Heal	Heals all the status conditions of a single Pokémon.	5	Pewter Crunchies	Heals all the status conditions of a single Pokémon.

Stat-boosting and other items

Stat-boosting and other These items can be used in a battle to boost your Pokémon's stats or have other effects on how your Pokémon performs. These effects won't last if you switch out your Pokémon or the battle ends, though—if you want permanent changes, check out the next section!

ems	-	7 11	-			
		Effects	- 11			
8	Guard Spec.	Prevents stat reduction among the user's party for five turns	0	X Speed	Sharply boosts the Speed st of a Pokémon during a battle	
	-,	after it is used in battle.	1		Sharply boosts the accuracy	
0	Dire Hit	Greatly raises the critical-hit ratio		X Accuracy	of a Pokémon during a battle	
0			0		Sharply boosts the Sp. Atk s	
1	X Attack		(A)	X Sp. Atk	of a Pokémon during a battle	
-		of a Pokeliloti duting a battle.	0		Sharply boosts the Sp. Def s	
8	X Defense	Sharply boosts the Defense stat of a Pokémon during a battle.	(M)	X Sp. Def	of a Pokémon during a battle	
	X Attack	of a Pokémon during a battle. Sharply boosts the Attack stat of a Pokémon during a battle. Sharply boosts the Defense stat		X Sp. Atk X Sp. Def	Sharply boosts the Sp. of a Pokémon during a Sharply boosts the Sp.	

Mega Stones are another type of item that can be used in battle for a temporary stat boost – but they only work for certain Pokemon! Learn more on the next page.

Outside-of-battle items

The items PP Up and PP Max can permanently improve the performance of your Pokémon in battle by increasing the PP of their moves, and Rare Candies can be used to make them level up. Use these items, if you've got any, from your Bag when you're not battling. They're hard to come by!



Mega Evolution

When the bond between certain Pokémon and their Trainer is strong enough, a temporary transformation called Mega Evolution becomes possible during battle. Mega Evolution only lasts the duration of the battle and can only be used once per battle. Not every Pokémon can Mega Evolve either, but those that can are all covered in the table below. You can also check the Kant Repoin Pokédex starling on page 161 to learn more about each.

Using Mega Evolution

Even if you have a Pokémon that can Mega Evolve, you'll need its Mega Stone to do it, along with a Key Stone. Wou'll get a Key Stone near the end of your journey (p. 97), but lift be up to you to collect as many of the Mega Stones as you can. Once you have the proper Mega Stone, all you have to do is send out that Pokémon in battle! When you choose a move for your active Pokémon to use, you'll also be able to choose whether or not to Mega Evolve it for that battle. Mega Evolving isn't a move, so you can still choose a move for your Pokémon to use after it Mega Evolves, too!









What does Mega Evolution do?

Mega Evolution doesn't just change how a Pokémon looks it'll help you in battle, too! Pokémon that Mega Evolve gain higher stats. How these stats change will depend on the Pokémon's species, though HP always stays the same.

Some Pokémon also change their types. This can really shake up the battle, because it changes that Pokémon's weaknesses and which types of moves get a same-type attack bonus (p. 123). Make good use of Mega Evolution to control the battle and always stay ahead of your opponent!



If you want to know everything that changes acc a Pokémon when it Mega Evolves, check out its entry in the Kanto Region Pokédex. Any stat or type that changes will be highlighted in blue

Finding Mega Stones

If you want to collect all of the Mega Stones, the table below is your go-to guide to get them all!

		Mega Stone needed and how to get it	Po			
	Venusaur	Venusaurite Receive from Blue (p. 97)	4	Gengar	•	Gengarite Buy after entering the Hall of Fame (p. 103
4	Charizard	Charizardite X Receive from Blue (p. 97)	-	Kangaskhan	()	Kangaskhanite Buy after entering the Hall of Fame (p. 103
	Charizard	Charizardite Y Receive from Blue (p. 97)	1	Pinsir	9	Pinsirite Buy after entering the Hall of Fame (p. 103
	Blastoise	Blastoisinite Receive from Blue (p. 97)		Gyarados	•	Cuaradanita
*	Beedrill	Beedrillite Buy after entering the Hall of Fame (p. 103)	W	Aerodactyl	•	Aerodactylite Buy after entering the Hall of Fame (p. 10)
	Pidgeot	Pidgeotite Buy after entering the Hall of Fame (p. 103)	as	Mewtwo	9	Mewtwonite X Receive from Green after defeating her
	Alakazam	Alakazite Buy after entering the Hall of Fame (p. 103)	ae	Mewtwo	•	(p. 110) Mewtwonite Y Receive from Green after defeating her
33	Slowbro	Slowbronite Buy after entering the Hall of Fame (p. 103)	23	MCMIMO		(p. 110)

0

Coach Trainers



While there are all sorts of Trainers across the Kanto region who you can battle to earn prize money and help your Pokémon grow, there's one special kind of Trainer that is particularly worth challenging if you aspire to become a Pokémon League Champion! These are called Coach Trainers, and they're here to support you on your adventure.

What Are Coach Trainers?





Every Trainer needs a little help on their journey, and learning from other Trainers a great way to learn more about battling! Coach Trainers are all about that. They're Trainers who will challenge you a little more, officer using rarer and stronger Pokémon than most other Trainers in the area around them.

Thanks to the above each Coach Trainer's head, you'll be able to spot one from a distance. Coach Trainers may give you a challenge in battle, but the rewards will be worth it! Coach Trainers give you useful items that any Trainer would be happy to have—things like Revives to restore some of your fainted Pokémon or even TMs to teach your Pokémon moves they can't learn anywhere else! Check the chart below to know where you can find each Coach Trainer in Kanto!

Where to find Coach Trainers

All of the Coach Trainers in Kanto are listed below. You'll also find them marked on the maps where they appear throughout the walkthrough—plus you'll find special battle boxes for them that give you an idea of what Pokémon they have and what reward they'll give!

Route 3 (p. 37)	Level 11	Revive
Route 4 (West) (p. 37)	Level 13	TM57 Pay Day
Route 25 (p. 44)	Level 16	TM15 Seismic Toss
Route 11 (p. 52)	Level 21	Pikachu Candy ×5 (Pokémon: Let's Go, Pikachu!) Eevee Candy ×5 (Pokémon: Let's Go, Eevee!)
Route 10 (p. 55)	Level 26	TM13 Brick Break
Pokémon Tower (p. 58)	Level 28	Pikachu Candy ×5 (Pokémon: Let's Go, Pikachu!) Eevee Candy ×5 (Pokémon: Let's Go, Eevee!)
Route 7 (p. 61)	Level 30	TM12 Facade
Fighting Dojo (p. 80)	Level 33	TM23 Thunder Punch
Route 12 (p. 76)	Level 39	TM59 Dream Eater
Route 17 (p. 71)	Level 41	TM58 Drill Run
Route 15 (p. 76)	Level 41	TM31 Fire Punch
Route 21 (p. 96)	Level 45	TM35 Ice Punch
Power Plant (p. 78)	Level 45	Rare Candy ×5
Seafoam Islands (p. 91)	Level 47	Rare Candy ×5
Pokémon Mansion (p. 94)	Level 47	TM22 Rock Slide
Victory Road (p. 102)	Level 49	Pikachu Candy ×10 (Pokémon: Let's Go, Pikachu!) Eevee Candy ×10 (Pokémon: Let's Go, Eevee!)
Victory Road (p. 102)	Level 49	TM39 Outrage
Cerulean City (p. 109)	Level 52	TM60 Megahorn
Celadon City (p. 107)	Level 54	PP Max ×10





There are also some Trainers who love a certain species of Pokémon so much that they devote themselves completely to training that Pokémon. These Trainers are

known as Master Trainers and can be found all over the Kanto region after you've entered the Hall of Fame. They wear red, and they have nothing but their favorite Pokémon on their mind, so you'll know exactly what Pokémon they're using!





Most of these Master Trainers want to battle another Trainer who uses the species of Pokémon they love, but don't expect these battles to be easy. These Trainers use Pokémon between Lv. 65 and Lv. 80, with high stats thanks to Go Power-plus you can't use items in these battles! If you're ready to take one of them on, put the Pokémon they love at the head of your party and be prepared. It'll be the only Pokémon you can use in the battle!

For the few Master Trainers who don't want to fight, impress them instead with your training skills. Show them a specimen with a particular high CP to satisfy the Master Trainers who specialize in the species listed to the right.

Ditto, Meltan	4,000 or more
Articuno, Zapdos, Moltres	7,500 or more
Mew, Melmetal	8,000 or more
Mewtwo	9,000 or more



When you beat a Master Trainer, you'll gain a new title showing your true mastery of that species of Pokémon. You can choose which title you'd like to set as active by visiting GAME FREAK's Development Office in Celadon City (p. 62). Your active title will be viewable when you connect with other players for Link Battles (p. 140), so pick your favorite title to show off!



Pokémon that can Mega Evolve, too, so you can match his!

Once you've managed to obtain at least six titles, a special challenge will become available! Head over to the Indigo Plateau to find the Pokémon Trainer Red, Blue's longtime rival and friend, waiting for you, Talk to him to battle, but be warned! Red is no pushover. He has a team of six powerful Pokémon, so bring your strongest team to face him.





Where to Find Master Trainers



With 153 Master Trainers in Kanto, there's a lot of work to get your Pokémon ready. Be sure to consult the section on page 128 for ways to raise your Pokémon faster! Once you're ready to face a Master Trainer, use the map here to find whichever Master Trainer you want to take on! If you can battle the Trainer isted, the level of his or her Pokémon will be shown in parenthesis.



Link Battles



In the world of Pokémon, when two Trainers meet, they will battle. With Link Battles, the same can be true of two Trainers in the real world, too! Link Battles let you battle someone else with their own Pokémon: Let's Go, Pachul or Pokémon: Let's Go, Eeveel game. Just as you may face different battle formats with the Trainers you meet in your adventures in Kanto, there are a few different battle options the two of you can choose from for Link Battles.

Setting Up a Link Battle



Link Battles are started by selecting the Communicate option in the main menu. Then select Play with Others. From here you'll have the option to connect with someone nearby or someone who is far away, and this changes things a bit, so read on about how each one works.



To battle or trade with players online, you must have an active Nintendo Switch Online membership.



Vearby players

To connect with a nearby player, you'll likely need to be in the same room as that player. If the two of you move any farther apart, the connection may not be strong enough, so make sure the two of you are close to each other!

Faraway players

Connecting with a faraway player requires an internet connection for both players. As long as both players have an internet connection, it doesn't matter how far away they are!

Link codes



To connect with another player, you'll have to select a link code made up of three Pokémon chosen from Pikachu, Eevee, Bulbasaur, Charmander, Squirtle, Pidgey, Caterole. Rattata, Jigglyouff, and Diglett.

You and the player you want to connect to must select the same code in order to connect with each other, so make sure you both know the code you want to use!

Choosing the rules



Once you and the other player have successfully connected, you'll be able to choose whether you want a Single Battle or a Double Battle. (Turn back to page 130 if you need to review battle formats) Then well-being affic

you'll have a different kind of rules choice you won't see in the usual battles in the Kanto region. You'll be able to choose to battle with no restrictions or with normal rules.



No restriction

No restrictions is exactly what it sounds like. Each of you will use your team of Pokémon with no limits on their stats or level. This means that if you've been playing for a long time and your opponent only just started their adventure, the battle may be pretty unfair and end without being much fun. So use the no restrictions rules when you've both been playing for the same amount of time and want to go all out!

Normal rule:

Normal rules are for when you want to have a fair battle between players who haven't been playing for the same amount of time. Normal rules will set the level of any Pokémon used to Lv. 50, regardless of whether they were actually above or below Lv. 50 in the player's own game. Any stat gains from Go Power (p. 125) will be removed, and the Pokémon's love (p. 129) will be set to be equal. This way, you and another player can battle together even if one of you has only just started your adventure in the Kanto recibing.

Playtime with Your Partner

Your partner does much more than just join you on your adventure and in battle. They share a bond with you like no other Pokémon, and it only grows stronger the longer you two are together! Treating your partner Pikachu or partner Eevee well earns you different rewards, so read on to learn all about how to take care of your partner Pokémon.

Play with Your Partner Pokémon





Once your partner starts to ride on either your shoulder (Pokémon: Let's Go, Pikachur) or your head (Pokémon: Let's Go, Evever) and you leave Pallet Town, you'll be able to play with your partner Pokémon anytime by selecting the Pikachu or Eevee icon from the main menu or simply by shakling your controller.

You'll be able to see how your partner's feeling on this screen. If you want to do even more than that, choose Partner Play! Depending on the play mode you've chosen (p. 17), you can pet your partner either with your controller or by using your finger on the touch screen of your Nintendo Switch.

Change your partner's hairstyle



When you pet your partner via the Nintendo Switch touch screen, try using multiple fingers and petting its head. Doing this correctly should change your partner Pokémor's hairstyle! Which new stylin' hairdo you get depends on how many fingers you use. Check page 155 for each style and how to get it!

Feed your partner some Berries





Berries can be used for more than just helping catch Pokémon! You can also feed them to your partner Pokémon. Just like wild Pokémon, your partner Pikachu ilke wild Pokémon, your partner Pikachu of Evee loves Berries, and it will grow closer to you if you're generous with them. It likes silver Berries and golden Berries even more than regular ones, so share them when you've got some to spare.

Your partner's spirit and mood

Your partner's spirit and mood will influence how it acts with you. The higher the spirit your Pokémon has, the more energetic it will be. And the better its mood is, the more friendly it will be. Check the handy chart on the right to see how both spirit and mood change your partner's attitude!

There are many things that can increase your Pokémon's spirit and mood. Sending your partner Pokémon out in battle can increase its spirit, and using healing items on it can increase its mood. Ghiving your partner Berries will increase both! Remember, though, that both spirit and mood can decrease as you play, so take good care of your partner!



O

Your Partner Can Help in Battle

Your partner also has special partner powers! If you ever see a dancing icon of your partner Pikachu or partner Eevee in battle, be sure to shake your Joy-Con or Poke Ball Plus, and your partner Pokémon will use its special power to help you in battle. What exactly it does depends on whether your partner Pokémon is the one battling or not.



If your partner Pokémon is the one battling, it'll use a signature move that can only be triggered in this way. Your partner Pikachu will use Pika Papow, while your partner Evee uses Veevee Volley. The power of these moves depends on your partner's love (p. 129). But if your partner Pokémon isn't the one battling, it'll use its partner powers to boost all stats of your Pokémon in battle instead (p. 132)! However, keep in mind that this will count as your action for the turn and that your batting Pokémon will have to wait until next turn to use one of its moves.





When your partner is in battle, it will use its signature move on the opponent's Pokémon!





When your partner isn't in battle, it'll help out your battling Pokémon by boosting its stats!

Your partner won't always help out, though. It'll need some motivation from its best friend—and that's you! Feeding your partner Pokémon Berries—especially silver and golden Berries—is a great way to increase the chance of having your partner help in battle. Playing with your partner Pokémon will help, too! If your partner Pokémon ever wants you to play a short game by touching its hands or paws, do it! Your partner will be feeling powered up in no time!



Your Partner May Give You Gifts



Apart from helping you in battle, your partner Pikachu or partner Eevee may also want to give you a present while you're out adventuring in the field. Shake your Joy-Con or Poké Ball Plus when you see the dancing partner Pokémon icon in the field—or select your partner icon on

the main menu when you see the icon bouncing up and down—and your partner may give you something! There are a number of items it can give you—and some of them can't be found anywhere else! They can generally be sold at Poké Marts for some extra cash.



o Instead of selling Heart Scales, hold on to them and use them for Madam Memorial (p. 131)!

900		Value						
1	Stretchy Spring	₽10		Beach Glass	₽400	8	Stardust	₽1,500
0	Chalky Stone	P30	0	Gold Leaf	₽500	6	Leaf Letter Pokémon: Let's Go. Pikachu!	
0	Heart Scale	₽50	1	Silver Leaf	₽500		Leaf Letter	A treasured item that can't be sold
②	Marble	₽150	0	Pretty Wing	₽500		Pokémon: Let's Go, Eevee!	
0	Tiny Mushroom	₽250	0	Polished Mud Ball	₽600	2	Small Bouquet	A treasured item that can't be sold
8	Lone Earring	₽300	0	Tropical Shell	₽1,000			

Making Money in the Kanto Region

Getting gifts from your partner is one way to make more money, whether you need to buy useful items for battle or just want to deck out your partner with the greatest accessories (p. 150). But there are still other ways to make that money.

Sell valuable items

While you can sell most items at a Poké Mart, they generally won't be worth too much cash. However, a few items are meant only to be sold for money. Check in your Bag for their descriptions, which will often say something about being able to sell the item to a shop for a good price. The Underground Paths (p. 46 and 61) are full of hidden items that reappear. including those that can be sold for a high price!

Get dough daily

Once per day, you can babysit a woman's Slowpoke outside the Pewter Museum of Science (p. 35) or visit a burrowing Diglett in Fuchsia City (p. 88) to get some items that can be sold for a good amount of money.

Boost battle rewards

Using the move Pay Day increases the amount of money you'll receive at the end of a battle. Meowth is a Pokémon that learns the move by leveling up. Also, early in the game, you can get the TM for Pay Day from a Coach Trainer in order to teach it to other Pokémon (n. 37)

When out exploring in the Kanto region, keep an eye on your partner Pokémon's tail. If it starts to wag, you know that an item is nearby! While this will happen for items you can see on the ground, it can also be a clue that you're near a hidden item that you can't see.











Tiny

Pearl

Big Pearl P4.000

Stardust ₽1,500

Star Piece ₽6,000

Nugget

Mushroom

₽250

₽2.500 Mushroom

₽1,000

₽5.000

While walking along...

watch for your partner's tail to start wagging... Then check the ground nearby for a hidden item!

When you're far from the hidden item, your partner's tail will wag from side to side slowly. When you get closer, the wagging will become quicker. When this happens, try moving around a bit while pressing @ and you should be able to find the hidden item! Your partner Pikachu or partner Eevee's tail will only wag if you're facing toward the item, so if you see it wagging, keep moving in that direction.



Pokémon That Travel with You

While your partner Pokémon will always be with you, it's not the only Pokémon you can have travel with you on your adventure. You can choose to let any other Pokémon in your party out of its Poké Ball to travel together with you! Just select the Pokémon from the Party menu and press \odot . This is possible with any species of Pokémon, no matter how big or small. Read below to see how travelling with Pokémon can help you.

Pokémon that travel with you have a lot on their mind



While a Pokémon is outside of its Poké Ball, you can talk to it with @. There are many different ways it may react, depending on its spirit, mood, status, location, and even species. Try talking to all sorts of different Pokémon you're travelling with as you visit the many sights of Kantol

Having a Pokémon travel with you increases its love



increase as long as you're walking and it's traveling with you. A Pokémon with high love will gain all sorts of helpful effects in battle—find out more on page 129.

Traveling with a Pokémon outside of its Poké Ball is also a great way to increase its love! The Pokémon's love will slowly

Travel together with a Pokémon, and its love will grow!

A Pokémon traveling with you can find items you'd miss

A Pokémon you're traveling with may suddenly stop and head over to a bush or other spot during your adventure. When this happens, it might have found an item to give to you! You can only find items like this if you have a Pokémon out of its Poké Ball and traveling with you. Find out more about these items on page 394.

Get Around by Riding Pokémon

While most Pokémon outside of their Poké Ball will simply travel with you as you walk, certain Pokémon will let you ride on them! Overall, there are three types of Pokémon you can ride on—those you ride on the ground, on the water, or in the air. Many of them can help you get around faster than you would on your own, so they make for great Pokémon to travel will not you rown, so they make for great Pokémon to travel will not you rown.

Pokémon that travel on the ground

You'll be able to ride these Pokémon as soon as you get them.



Pokémon that swim across the water

Even if you have one of these Pokémon, you'll need Sea Skim before you can ride it across the water.



Pokémon that fly in the air

You can ride these Pokémon as soon as you get them, but you'll be flying low to the ground. The only places you'll be able to fly high up at first will be Route 16. Route 17, and Route 18 (p. 70). Once you enter the Hall of Fame, you'll be able to fly high in the sky no matter where you are!









When fiving on a Pokémon after you've entered the Hall of Fame, you'll see other Pokémon fiving up in the air, too! You can catch them just like the ones you'd find on the ground.











Get Catch Combos in the Sky for Rare Pokémon

Building up a Catch Combo can give you a chance to find some especially rare Pokémon in the air, just like on the ground. You can even find Articuno, Zapdos, and Moltres, provided that you've caught them all before, but such an encounter is exceedingly rare! Just remember that these unusual encounters will only be possible after becoming Champion (p. 107). Learn more about building Catch Combos on page 117.











Dress for Success

As you're going through your adventure, you might want to dress the part! There are a number of special outfits you can get to dress up in—and matching outfits for your partner to wear, too. What's more, you can mix and match the different parts of these outfits to create your own unique look! You can check out all of them on the following three pages, though note that there are a couple you can only get in Pokémon: Let's Go, Pikachul-as well as a number you can only get in Pokémon: Let's Go, Eevee!

How to get outfits

Beneath each outfit, you can find information on how you can get it and references to pages where you can learn more. Many outfits become yours just through normal gameplay, but you'll have to put in a little effort to get them all!

How to change outfits

You can change outfits via your Bag. Open up the main menu whenever you're not in an event or a battle, and select Bag. In your Bag, choose your Clothing Trunk, and there you'll find the two options that'll let you choose an outfit for your partner or yourself.

Choosing an outfit for your partner



Choosing an outfit for yourself















































Pretty Up Your Partner

There are more fashion items you can get for your partner, if you think it needs a bit more style. These can be bought at the Celadon Department Store in Celadon City (p. 62), You'll flind hats, glasses, and a whole array of bows, bandannas, and flower accessories in different colors.



Putting On Accessories

While there may be only one way to normally wear glasses and hats, the other accessories you get for your partner can be put on its ear, chest, back, or tail. You can put on multiple accessories at a time, sticking them on any of these parts as you please.





ff you hope to get all of these accessories, they'll cost you. Turn back to page 143 for more on how to make money in your game if you're. Raving a hard time getting enough together!







































































































Special Hairstyles

When it comes to style, there's no need to stop at clothes and accessories! You can also style your partner's hair in a number of surprising ways. Perhaps you've managed to do so by accident when playing with your Pokémon. If not, read on to find out exactly how to achieve these various looks!



Changing hairstyles



You can change your partner's hair when playing with them. Select the Pikachu or Eevee icon on the main menu—or shake your Joy-Con or Poké Ball Plus whenever you're not in the middle of a battle or event. Once your partner appears on your arm, give it a little poke or select the Partner Play option on the right side of the screen.

When you're playing with your partner, try giving it a little rub using at least two fingers. If you start brushing back and forth, you may see its head start to jiggle a

bit. After a few moments of rubbing side to side across its forehead, with your fingers not leaving the touch screen, your partner will be transformed with a new hairdo!







Give it a try for a while and you can trigger a number of different hairstyles. But how can you see them all? Try using a different number of fingers! The more fingers you use, the more styles you may trigger. Some of them are pretty tricky to get, but luckliy these styles don't grow out—they'll stay how you left them unless you muss up your partner's hair again yourself!

0

Two to four fingers

Use two to four fingers to trigger four different hairstyles for Pikachu or Eevee. You can also return their hair to normal this way, going through all these possible hairstyles.



Eive to coven fingers

Use anywhere from five to seven fingers, and you may trigger three more special hairstyles for





Try ruffling your partner's hair with eight or more fingers, and you may be able to trigger one amazing hairstyle! This one might be tough to accomplish, so try starting with a few fingers and then adding more as you go.



The Poké Ball Plus

The Poké Ball Plus is a Poké Ball—shaped controller that can be used to play Pokémon: Let's Go, Pikachu! and Pokémon: Let's Go, Eevee! You can also have one of your Pokémon hop into your Poké Ball Plus to accompany you for a stroll in the real world.





Take Your Pokémon for a Stroll

The more you walk and play with your Pokémon while it's out for a stroll, the more rewards you'll get in *Pokémon: Let's Go, Pikachul or Pokémon: Let's Go, Evevel But if* you're playing with a new Poké Ball Plus, you''ll first have to claim your Mew to be able to take a Pokémon for a stroll. Turn to the next page to learn how, if you need to!

Depositing Pokémor

Before you can head out in the real world with a Pokémon, you'll need to deposit one in your Poké Ball Plus. To do this, open the main menu and choose Save. Then select "Take your Pokémon for a stroll." You'll have to connect the Poké Ball Plus you want to use if you haven't already. You can connect the Poké Ball Plus the same way you'd connect it to use it as a controller (o. 17) by oressing the Top Button or the Control Stok and waiting for your game to recognize it.

Next, choose whether you want to take your partner Pokémon for a stroll or another Pokémon from your Pokémon Box. If you choose the Pokémon Box, you'll be able to choose any of your Pokémon to take for a stroll with you. Just walt a few moments for your Pokémon to hop over into your Poké Ball Plus, and that's it! Now you can bring your Pokémon with you wherever you go!



Withdrawing Pokémon

When you'd like to bring your Pokémon back from your Poké Ball Plus, go back to the Save menu and select "Take your Pokémon for a stroll." Connect your Poké Ball Plus to your Nintendo Switch once again. When you're asked whether you want your Pokémon to come back from its stroll or not, choose Yes to welcome it back and claim your rewards!

Two ways to play

While out for a stroll with your Pokémon, you have two different ways of playing with your Poké Ball Plus—standard mode and play mode. Standard mode is the default and can be used simply by waiking around with your device. In this mode, the Poké Ball Plus will track your steps and also work like a Pokémon 60 Plus if connected to your Pokémon 60 and

Play mode can be turned on by holding down the Control Stick. When you do, you should see a light from your Poké Ball Plus that's the same color as a primary color of the Pokémon you took with you for a stroll. In this mode you can shake, gently toss, or roll your Poké Ball Plus to play with your Pokémon. If you see a rainbow flash of lights, you did something it really liked!

To go back to standard mode, quickly click down the Control Stick. You should see the light on the Poké Ball Plus turn off.
This means it's back to standard mode.

Getting Rewards

Taking a Pokémon out for a stroll with you isn't just fun—it can get your Pokémon Exp. Points and even helpful items in *Pokémon: Let's Go, Pikachul* or *Pokémon: Let's Go, Eeveel* What you do during your stroll with the Poké Ball Plus.

When a Pokémon returns from its stroll, you'll see a list of the different things you did together while it was in your Poké Ball Plus. The more you do in each of these categories, the more points you get. Check the table on the right for all the different things you can do to earn points for rewards and Exo. Points.

You'll get better rewards as the points you earn add up over time. Check below to see the rewards you can get from going on strolls with your Pokémon!

Results you may see after a stroll	How to earn these results
Walked together	Walk with your Poké Ball Plus
Played / Enjoyed playing / Enjoyed playing very much	Play with your Pokémon in play mode or answer your Pokémon's cry in standard mode
Called out to you	Get your Pokémon to cry out to you in standard mode
Replied to a callout	Answer your Pokémon's cry in standard mode
Worked hard in Pokémon GO	Find Pokémon in Pokémon GO, try to catch Pokémon in Pokémon GO, and visit PokéStops in Pokémon GO
Helped Pokémon GO	Catch Pokémon in Pokémon GO, spin PokéStops in Pokémon GO, and get items from PokéStops in Pokémon GO

Random Berries	50
Heart Scales	500
Random generic Candies	1,000
Random generic L Candies	2,000

Random generic XL Candies	3,000
Species-specific Candies (any Pokémon you've gone for a stroll with)	10,000
Rare Candy ×1 / Rare Candy ×2 /	10,000 / 20,000 / 30,000

Get Mew from Your Poké Ball Plus

When you first get your Poké Ball Plus, it will have the Mythical Pokémon Mew waiting in it! Until you receive it in your copy of Pokémon: Let's 6o, Pikachul or Pokémon: Let's 6o, Eeveel, you won't be able to use your Poké Ball Plus, so get this extremely rare Pokémon right away.

To get Mew, connect your Poké Ball Plus to your Nintendo Switch as a controller (p. 17) by pressing either the Top Button or the Control Slück, then open the main menu. Choose Communicate and then Myster (fills. If your Poké Ball Plus is connected, you should see an option appear here to receive a gift from your Poké Ball Plus. Choose this option and follow the instructions on the screen to receive Mew in your game and get full access to all the fun features of your Poké Ball Plus!



Mystery Gifts



Using your Poké Ball Plus isn't the only way to get Mystery Giffs. Choose Communicate from the main menu and then Mystery Giffs; You'll see you also have the option to get Mystery Giffs via the internet or with a code or password. You can also check the Mystery Giffs you've received on this screen.

Get via internet

available for you to receive. You will need a Nintendo Account and an internet connection for this. Special Mystery Gifts are sometimes available from The Pokémon Company International, so keep an eye on the official website at www.pokemon.com for announcements!

Get with code/password

You'll need a special code or password to receive a Mystery Giff this way. These codes and passwords are sometimes given out for certain events, which may be announced on www.pokemon.com, and you'll also need to connect to the internet (which requires setting up a Nintendo Account) to get these gifts. Enter the code or password to receive your special Mystery Gift!

Check Mystery Gifts

Choose this option if you want to see the Mystery Gifts you've collected in your game.

Get Going with Pokémon GO



Do you or does someone you know play Pokémon 60? Great! Pokémon can be sent from Pokémon 60 over to *Pokémon. Let's Go, Pikachu!* or *Pokémon: Let's Go, Eveze!* Not only that, but you can also then play with those Pokémon in the 60 Park complex in Fuchsia City (o. 72).



Bringing Pokemon from Pokemon GO is the only way to get the Mythica



Connecting to Pokémon GO

Before you can send Pokémon from Pokémon GO to your game, you'll need to connect your Nintendo Switch to a smartphone with the Pokémon GO app installed on it.



Open the main menu in *Pokémon: Let's Go, Pikachu!* or *Pokémon: Let's Go, Eeveel* with ③. Then press ③ to open the Options menu and choose Open Pokémon GO Settings. Follow the instructions on-screen, and your Nintendo Switch will begin to search for a Pokémon GO account to connect with.

While your Nintendo Switch is searching for a Pokémon GO account, open up Pokémon GO on the smartphone you want to use. Tap the Poké Ball icon on the bottom of the screen, and then tap the Settings icon in the upper right. Near the bottom of this menu is an option to connect your game to a Nintendo Switch. Choose to connect to a Nintendo Switch, and you should see a message on your console asking if you want to pair your two games. Agree to pair them and you'll be all set! Remember, you'll need to have Bluetooth enabled on the smartphone you want to use.



Screenshot image subject to change.

Send Pokémon from Pokémon GO



Now that you've paired your game with a Pokémon GO account, you'll be able to receive Pokémon from Pokémon GO. Head to the GO Park complex and talk to the receptionist there. Choose the Bring Pokémon option, and then select which GO Park you'd like to send Pokémon to.



Each GO Park can hold up to 50 Pokemon, and you have 20 GO Parks

Once you choose which GO Park to use, communication will start with your linked Pokémon GO account. Your Nintendo Switch will search for the Pokémon GO account you paired with your game. After choosing which Pokémon you want to bring over from Pokémon GO to Pokémon: Let's Go, Pikachul or Pokémon: Let's Go, Evecel, the two devices will be able to connect.



Visit Your GO Parks





To see the Pokémon that have come over from Pokémon GO, talk to the receptionist and choose to enter a GO Park, then select which GO Park you want to enter. You'll be able to see how many Pokémon are in each one before choosing. You can check what Pokémon are in a GO Park by pressing (v), and you can change the park's name with . Customize and sort your parks however you like!

Exploring your GO Parks



Once you've entered one of your GO Parks, have a look around! You should be able to find all the Pokémon that you've sent to that park from Pokémon GO. You can watch them explore and even play with each other!

If you'd like to have a Pokémon move to another GO Park, walk up to that Pokémon and press (A). Choose the Move option and then the GO Park vou'd like to send it to. You can adjust the zoom of the camera in a GO Park with @ and save the game or leave that GO Park with .

Catching Pokémon in GO Parks



Even after a Pokémon has come over to your GO Park from a Pokémon GO account, you can't immediately use it on your team. It'll stay in your GO Park until you catch it! Walk up to a Pokémon you want to catch and press (A), then choose the Catch option. You'll be able to catch the Pokémon like you would any other wild Pokémon! Don't forget to stock up on Poké Balls!



Once a Pokémon is caught and brought out of a GO Park, its stats and moves will be different from what they were in Pokémon GO. Something about the mysterious way Pokémon travel to GO Parks causes these changes. Perhaps you could become a Pokémon Professor and research these secrets yourself!





By talking to the GO Park complex receptionist, you can also play the Pokémon Chase minigame! You'll need at least 25 Pokémon of the same species in the GO Park complex, but it doesn't matter if they're in the same GO Parks or not.

To play the minigame, just choose the option to enter the Play Yard and then select the species of Pokémon you'd like to play with.



When the game starts, you'll have three minutes to gather up all 25 of the Pokémon and bring them to the north end of the Play Yard. Watch out, though, as Pokémon will pop up from the ground and startle your gathered group, making them scatter! The faster you complete the minigame and the larger the group of Pokémon you bring to the goal at a time, the better your score will be!

Just like in a GO Park, you can adjust the camera with (9) and bring up the menu with (X).







Kanto Region Pokédex

This is a list of all of the Pokémon in the Kanto Region Pokédex, ordered by Pokédex number. There is also an alphabetical list of all the Pokémon species back on page 9. Remember: Pokémon with numbers greater than 150 doct have to be obtained for your Pokérée to he considered compilet (n. 1191).

001 Bulbasaur166	039 Jigglypuff217	077 Ponyta263	115 Kangaskhan	307
002 lvysaur167	040 Wigglytuff218	078 Rapidash264	116 Horsea	309
003 Venusaur168	041 Zubat219	079 Slowpoke265	117 Seadra	310
004 Charmander 170	042 Golbat220	080 Slowbro266	118 Goldeen	311
005 Charmeleon 171	043 Oddish221	081 Magnemite268	119 Seaking	312
006 Charizard172	044 Gloom222	082 Magneton269	120 Staryu	313
007 Squirtle175	045 Vileplume223	083 Farfetch'd270	121 Starmie	314
008 Wartortle 176	046 Paras224	084 Doduo271	122 Mr. Mime	315
009 Blastoise177	047 Parasect225	085 Dodrio272	123 Scyther	316
010 Caterpie179	048 Venonat226	086 Seel273	124 Jynx	
011 Metapod180	049 Venomoth227	087 Dewgong274	125 Electabuzz	
012 Butterfree 181	050 Diglett228	088 Grimer275	126 Magmar	319
013 Weedle182	051 Dugtrio230	089 Muk277	127 Pinsir	320
014 Kakuna 183	052 Meowth232	090 Shellder279	128 Tauros	
015 Beedrill184	053 Persian234	091 Cloyster280	129 Magikarp	
016 Pidgey186	054 Psyduck236	092 Gastly281	130 Gyarados	
017 Pidgeotto 187	055 Golduck237	093 Haunter282	131 Lapras	
	056 Mankey238	094 Gengar283	132 Ditto	
018 Pidgeot 188 019 Rattata	057 Primeape	095 Onix285	133 Eevee	
020 Raticate192	058 Growlithe240	096 Drowzee286	135 Jolteon	
	059 Arcanine 241	097 Hypno287	136 Flareon	
021 Spearow194	060 Poliwag242	098 Krabby288	137 Porygon	
022 Fearow195	061 Poliwhirl243	099 Kingler289	138 Omanyte	
023 Ekans196	062 Poliwrath244	100 Voltorb290	139 Omastar	
024 Arbok197		101 Electrode291	140 Kabuto	
025 Pikachu198	063 Abra245		141 Kabutops	336
026 Raichu199	064 Kadabra246	102 Exeggcute292 103 Exeggutor293	142 Aerodactyl	
027 Sandshrew201	065 Alakazam247		143 Snorlax	
028 Sandslash203	066 Machop249	104 Cubone295	144 Articuno	
029 Nidoran♀205	067 Machoke250	105 Marowak296	145 Zapdos	
030 Nidorina206	068 Machamp251	106 Hitmonlee298	146 Moltres	
031 Nidoqueen207	069 Bellsprout252	107 Hitmonchan299	147 Dratini	
032 Nidorano208	070 Weepinbell253	108 Lickitung300	148 Dragonair	
033 Nidorino209	071 Victreebel254	109 Koffing301	149 Dragonite	
034 Nidoking210	072 Tentacool255	110 Weezing302	151 Mew	
035 Clefairy211	073 Tentacruel256	111 Rhyhorn303	152 Meltan	
036 Clefable212	074 Geodude257	112 Rhydon304	153 Melmetal	
037 Vulpix213	075 Graveler259	113 Chansey305		
038 Ninetales215	076 Golem261	114 Tangela306		

Mega-Evolved Pokémon

Mega Venusaur169	Mega Beedrill185	Mega Gengar284	Mega Aerodactyl338
Mega Charizard X 173	Mega Pidgeot189	Mega Kangaskhan308	Mega Mewtwo X347
Mega Charizard Y 174	Mega Alakazam248	Mega Pinsir321	Mega Mewtwo Y348
Mona Blastnise 178	Mega Slowbro267	Mega Gyarados325	

Alolan Regional Variants

Alolan Rattata191	Alolan Vulpix214	Alolan Persian	Alolan Muk
Alolan Raticate193	Alolan Ninetales216	Alolan Geodude 258	Alolan Exeggutor294
Alolan Raichu200	Alolan Diglett229	Alolan Graveler260	Alolan Marowak297
Alolan Sandshrew 202	Alolan Dugtrio 231	Alolan Golem 262	
Alolan Sandslash 204	Alolan Meowth233	Alolan Grimer 276	

Understanding Pokédex Entries

On the next 187 pages, you will see entries about each of the Pokémon species you can obtain in these games, as well as some of the different forms they can appear in. The guide below breaks down what information you'll find in standard entries.



1. Basic info

At the top of each page, you'll find basic info, such as the Pokémon species' name, its Pokédex number, its category, and its average height and weight.

Types

These icons here represent the type or types this Pokémon has. If you need a refresher on the type symbols, turn to the type matchup chart on page 399.

3. Gender descriptions

If the males and females of the species look different. you'll find a description and images here!



4. Species strengths

You'll find the strengths that are typical of this species here. If you haven't already, learn about species strengths on page 124.

5. Pokédex entry

Some interesting facts about each Pokémon can be found here in its Pokédex entry.

6. Main way to obtain

Here you will find recommendations on the best ways to get this Pokémon yourself, whether through catching one in the wild, Evolution, trading, or other methods,

7. Damage taken in battles

This handy chart shows you exactly how moves of each type will affect this species, dealing anywhere from 0.25 to 4 times the basic damage.

8. Evolution

If the Pokémon can evolve in these games, you can see its Evolutionary chain here.

9. Move tables

Nestled among images showing species in different ways are tables of all the moves that species can learn, broken down by category. If you need help understanding the meaning of the different columns in these tables, refer to page 382, where you can learn about move ranges. power, accuracy, and more!





Partner Pikachu V 025 Mouse Pokémon



Average height: 1'04" | Average weight: 13.2 lbs.

GET IT WHEN YOU PLAY



The tip of the female's tail has a notch in it, while the tip of the male's tail does not.



SPECIES STRENGTHS

HP	-
ATTACK	
DEFENSE	-
SP. ATK	
SP. DEF	

HOW TO OBTAIN

This special Pikachu will be your partner if you are playing Pokémon: Let's Go, Pikachu! If you are looking for information about the Pikachu you can catch in the wild, turn to page 198.

GE TAKEN IN BATTLES

0	×1	O	×0
0	×1	0	×1

٥	×1	- (1)	×I
		-	

	-	
×0.5	O	×1

ō	×1	0	×1

0	×1	0	×1

LOOKS & MOVES



LEVEL-UP MOVES

1	Growl	Normal	Status	-	100	40	Many Others	
1	Thunder Shock	Electric	Special	40	100	30	Normal	
3	Tail Whip						Many Others	
6	Quick Attack	Normal	Physical	40	100	30	Normal	
9	Double Kick	Fighting	Physical	30	100	30	Normal	
12	Double Team	Normal	Status	-	-	15	Self	
15	Thunder Wave		Status				Normal	
18	Light Screen	Psychic	Status	-	-	30	Your Side	
21	Thunderbolt	Electric	Special	90	100	15	Normal	
24	Slam	Normal					Normal	
27	Agility		Status				Self	
30	Thunder	Electric	Special	110	70	10	Normal	

TM03	Helping Hand	Normal	Status	-	-	20	1 Ally
TM05	Rest	Psychic	Status	_	-	10	
TM06	Light Screen	Psychic	Status	-	-	30	Your Side
TM07	Protect	Normal	Status	-	-	10	Self
TM08	Substitute		Status				Self
TM09	Reflect	Psychic	Status	-	-	20	Your Side
TM10	Dia	Ground					Normal
TM12	Facade		Physical				Normal
TM13	Brick Break	Fighting	Physical	75	100	15	Normal
TM15	Seismic Toss	Fighting	Physical	-	100	20	Normal
TM16	Thunder Wave	Electric	Status	-	90	20	Normal
TM19	Iron Tail	Steel	Physical	100	75	15	Normal
TM23	Thunder Punch	Electric	Physical	75	100	15	Normal
TM27	Toxic	Poison	Status	_	90	10	Normal
TM33	Calm Mind	Psychic	Status	-	-	20	Self
TM36	Thunderbolt	Electric	Special	90	100	15	Normal
TM38	Thunder	Electric	Special	110	70	10	Normal
TM57	Pay Day	Normal	Physical	40	100	20	Normal

MOVES TAUGHT BY PEOPLE

Zippy Zap	Electric	Physical	50	100	15	Normal	After reaching Cerulean City
Floaty Fall	Rying	Physical	90	95	15	Normal	After reaching Celadon City
Splishy Splash	Water	Special	90	100	15	Many Others	After reaching Fuchsia City

Your partner also has access to special partner powers (p. 142), which can manifest in the special move Pika Papow! This Electric-type move never misses an opponent in the field, and its power is based on how much your partner loves you (p. 129). It can become the most powerful move your partner knows, if your friendship grows!





Average height: 1'00" | Average weight: 14.3 lbs.



GET IT WHEN YOU PLAY



♂♀ | The white tip of the female's tall has larger, rounder



SPECIES STRENGTHS

HP	
ATTACK	THE REAL PROPERTY.
DEFENSE	100
SP. ATK	*****
SP. DEF	0.00
CONTROL OF	

HOW TO OBTAIN

This special Eevee will be your partner if you are playing Pokéman: Let's Go, Eevee! If you are looking for information about the Eevee you can catch in the wild, turn to page 328.

DAMAGE TAKEN IN BATTLES

0	×1	0	×1	
6	×1	0	×1	
ā		-		

>1 (1) ×1 >2 (1) ×1



LOOKS & MOVES

LEVEL-UP MOVES

1	Growl	Normal	Status	-	100	40	Marry Oth
1	Tackle	Normal.	Physical	40	100	35	Normal
3	Tail Whip	Normal	Status	_	100	30	Many Oth
6	Quick Attack	Normal	Physical	40	100	30	Normal
10	Double Kick		Physical				
14	Sand Attack	Ground	Status	_	100	15	Normal
17	Bite		Physical				Normal
21	Swift		Special				Many Oth
	Take Down		Physical				Normal
28	Double-Edge	Normal	Physical	120	100	15	Normal
	Helping Hand						1 Ally

TM MOVES Normal Physical 70 100 15 M01 Headbutt Normal Status 70 100 15 M02 Heiging Hand Normal Status — 20 M07 Protect Normal Status — 10 M08 Substitute — Normal Status — 10 M08 Substitute — Normal Status — 20 M09 Reflect — 20 — 20

	Normal	Status	-	-	10	Self
	Normal	Status	-	-	10	Self
	Psychic	Status	_		20	Your Sid
		Physical				Norma
		Physical				Norma
	Steel	Physical	100	75	15	Normal
		Status				Norma
d l	Ghost	Special	80	100	15	Norma
		Physical				Norma

MOVES TAUGHT BY PEOPLE

Bouncy Bubble	Water	Special	90	100	15	Normal	After reaching Cerulean City
Buzzy Buzz	Electric	Special	90	100	15	Normal	After reaching Cerulean City
Sizzly Slide	Fire	Physical	90	100	15	Normal	After reaching Cerulean City
Glitzy Glow	Psychic	Special	90	100	15	Nomal	After reaching Celadon City
Baddy Bad	Dark	Special	90	100	15	Normal	After reaching Celadon City
Sappy Seed	Grass	Physical	90	100	15	Normal	After reaching Fuchsia City
Freezy Frost	Ice	Special	90	100	15	Normal	After reaching Fuchsia City
Sparkly Swirl	Fairy	Special	90	100	15	Normal	After reaching Fuchsia City

Your partner also has access to special partner powers (p. 142), which can manifest in the physical move Veewe Volley! This Normal-type move never misses an opponent in the field, and its power is based on how much your partner loves you (p. 129). It can become the most powerful move your partner knows, it your friendship grows!

TM19 Iron Tail



Bulbasaur











DAMAGE TAKEN IN BATTLES STHS

SPECIES	SIKENG
HP	-
ATTACK	HIER.
DEFENSE	STATE OF THE PARTY.
SP. ATK	
SP. DEF	

SPEED

POKÉDEX ENTRY It can go for days without eating a single morsel. In the bulb on its

MAIN WAY TO OBTAIN

Lv. 32

back, it stores energy.

Receive one from a lady in Cerulean City (p. 41). Or catch one when it appears as an unusual encounter during a Catch Combo (p. 117) in Viridian Forest.





Bulbasaur



lvysaur





LEVEL-UP MOVES 45 — 90 55 — 100 90 75 75 85 25 10 35 15 20 25 20

TM01 TM05 TM06 TM07 TM08 TM09 TM12 TM27 TM27 TM39 TM45 TM52

10 30 10 10 20 20 10 10 10 90 100 100 100









EVOLUTION MOVES





SPECIES STRENGTHS

HP	100
ATTACK	100
DEFENSE	100
SP. ATK	1000
SP. DEF	1000

POKÉDEX ENTRY

drawing energy. It gives off an aroma when it is ready to bloom.

SPEED

	(×1	(x
CK		~
INSE	(∂) ×2	(C) ×

DAMAGE TAKEN IN BATTLES

Average height: 3'03"

×0.25 The bud on its back grows by

O ×0.5 O ×1		*2	6	^,
	0	×0.5	0	×1

MAIN WAY TO OBTAIN

Obtain a Bulbasaur, then level it up to Lv. 16 or higher to evolve it into lvysaur.



lvysaur









EVOLUTION



LEVEL-UP MOVES

EVOLUTION MOVES



Ivysaur TM MOVES



Venusaur

POKÉMON EXPRESSIONS

N	H/	\P	P	Y	
Ì				5	



1	Leech Seed	Grass	Status	-	90	10	Norm
1	Tackle	Normal	Physical	40	100	35	Norm
1	Vine Whip	Grass	Physical	45	100	25	Norts
5	Vine Whip	Grass	Physical	45	100	25	Norm
9	Leech Seed	Grass	Status	_	90	10	Norm
14	Poison Powder	Poison	Status	-	75	35	Norm
14	Sleep Powder	Grass	Status	_	75	15	Norm
22	Take Down	Normal	Physical	90	85	20	Norm
31	Razor Leaf	Grass	Physical	55	95	25	Many Ot
39	Growth	Normali	Status	-	-	20	Self
48	Double-Edge	Normal	Physical	120	100	15	Norm
56	Solar Beam	Grass	Special	200	100	10	Norm

n	Status	-	75	35	Normal	
15	Status	-	75	15	Normal	
al	Physical	90	85	20	Normal	
15	Physical	55	95	25	Marry Others	
lar.	Status	-	-	20	Self	
tal .	Physical	120	100	15	Normal	
15	Special	200	100	10	Normal	

	100	10000
575	TM01	Headbutt
	TM05	
	TM06	Light Screen
		Protect
		Substitute
	TM09	Reflect
		Facade
	TM27	
		Outrage
575	TM45	Solar Beam
	TM52	Sludge Bomb
	TM53	Mega Drain
		-

Normal	Physical	70	100	15	
Psychic	Status	-	-	10	
Psychic	Status	_	_	30	-
Normal	Status	-	-	10	
Normal	Status	_	-	10	
Psychic	Status	-	-	20	
Normal	Physical	70	100	20	
Poison	Status	-	90	10	
Dragon	Physical	120	100	10	- 1
Grass	Special	200	100	10	
Poison	Special	90	100	10	
Grass	Special	75	100	10	









Venusaur







The female has a pistil in its bloom, but the male has none.







THS

PEGIES	STRENG
IP	
TTACK	-
DEFENSE	
P. ATK	

POKÉDEX ENTRY The flower on its back catches

the sun's rays. The sunlight is then absorbed and used for energy.

×0.25

×2

×0.5

MAIN WAY TO OBTAIN

Obtain an lvysaur, then level it up to Lv. 32 or higher to evolve it into Venusaur.





Bulbasaur

LEVEL-UP MOVES



Lv. 32



Venusaur

Normal Self Your Side Self Self Your Side Normal Normal 1 Random All Others Normal Normal



100 90 100 85 100 100 100 90 75 75 85 95 100 100 5 9 14 14 22 31 44 58 71

TM MOVES TM01 Headbutt
TM05 Rest
TM07 Protect
TM07 Protect
TM09 Reflect
TM12 Texic
TM12 Facade
TM27 Toxic
TM12 Facade
TM27 Toxic
TM39 Outrage
TM41 Earthquak
TM45 Solar Bear
TM48 Hyper Bea
TM48 Hyper Bea









EVOLUTION MOVES

Grass Special 120 100 10 1 Random





Mega Venusaur



MEGA EVOLUTIO



Get a Venusaurite

rom Blue (p. 96), then ega Evolve Venusaur during battle.



Mega Venusaur

Venusaur SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP. DEF

SPEED



Receive it from Blue when you return to Pallet Town near the end of your adventure (p. 97).

×0.5















SF

ECIES	STRENGTHS
	-
TACK	-

DEFENSE SP. ATK SP. DEF SPEED

POKÉDEX ENTRY

The flame at the tip of its tail makes a sound as it burns. You can only hear it in quiet places.



×0.5 ×0.5

MAIN WAY TO OBTAIN

Receive one from a man north of Nugget Bridge on Route 24 (p. 43). Or catch one when it appears as an unusual encounter during a Catch Combo (p. 117) on Route 3 or Route 4 (East) or in the Rock Tunnel.





LEVEL-UP MOVES

Lv. 16



Charmeleon

Charizard



35 40 20 25 15 10 15 20 15 100 100 100 80 100 85 100 Ember Fury Swipes Dragon Ragi Fire Spin



EVOLUTION MOVES

TM MOVES

TM09 Reflect
TM10 Dig
TM11 Wil-O-Wisp
TM12 Facade
TM13 Brick Break
TM15 Seismic Toss
TM19 Iron Tail
TM22 Rock Slide

TM22 Rock Slide TM23 Thunder Punch TM27 Toxic TM31 Fire Punch TM34 Dragon Pulse TM37 Flamethrower TM39 Outrage TM46 Fire Blast Electric Poison Fire Dragon Fire





HF AT

DAMAGE TAKEN IN BATTLES

(×1

×0.5

×0.5







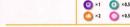
SPECIES STRENGTHS



SPEED

POKÉDEX ENTRY





MAIN WAY TO OBTAIN Obtain a Charmander, then level it



Charmeleon





LEVEL HD MOVES

EVOLUTION MOVES



Charmeleon TM MOVES



Charizard

-		EAET-OL MO	LES DE					
	1	Ember	Fire	Special	40	100	25	Normal
	1	Growl	Normal	Status	-	100	40	Many Other
	1	Scratch	Normal	Physical	40	100	35	Normal
	1	Smokescreen	Normal	Status	-	100	20	Normal
	4	Growl	Normal	Status	-	100	40	Many Other
	9	Smokescreen	Normal	Status	_	100	20	Normal
	13	Ember	Fire	Special	40	100	25	Normal
	20	Fury Swipes	Normal	Physical	18	80	15	Normal
	26	Dragon Rage	Dragon	Special	-	100	10	Normal
	33	Fire Spin	Fire	Special	35	85	15	Normal
		Slash	Normal	Physical	70	100	20	Normal
	46	Flamethrower	Fire	Special	90	100	15	Normal
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	Headbutt	Normal	Physical	70	100	15	Normal
VI05	Rest	Psychic	Status	_	-	10	Self
V07	Protect	Normal	Status	_	_	10	Self
W08	Substitute	Nomal	Status	-	-	10	Self
V09	Reflect	Psychic	Status	-	-	20	Your Side
M10	Dia	Ground	Physical	80	100	10	Normal
	Wil-O-Wisp	Fire	Status	_	85	15	Normal
	Facade	Normal	Physical	70	100	20	Normal
	Brick Break	Fighting	Physical			15	Normal
M15	Seismic Toss	Fighting	Physical	-	100	20	Normal
	Iron Tail	Steel	Physical	100	75	15	Normal
	Rock Slide	Rock	Physical	75	90	10	Many Others
	Thunder Punch	Electric	Physical	75	100	15	Normal
	Teorie	Poison	Status	-	90	10	Normal
	Fire Punch	Fire	Physical	75	100	15	Normal
	Drapon Pulse	Dragon	Special		100	10	Normal
	Flamethrower	Fire	Special		100	15	Normal
	Outrage	Dragon	Physical		100	10	1 Random
	Fire Blast	Fire	Special	110	85	5	Normal
WHO	Lite prepr	rec	Special	110	63	,	NUMBER



Charizard







Same form for male/female



PEGIES	STRENGT
P	
TTACK	
EFENSE	THE REAL PROPERTY.
P. ATK	THE REAL PROPERTY.
D DEE	

D

· ·	×0.5	9
0	×2	0
0	×0.25	0
0	×2	0

POKÉDEX ENTRY

When this Pokémon expels a blast of superhot fire, the red flame at the tip of its tail burns more intensely.



MAIN WAY TO OBTAIN

Obtain a Charmeleon, then level it up to Lv. 36 or higher to evolve it into Charizard. Or catch one when it appears in the sky as an unusual encounter during a Catch Combo after becoming Champion (p. 107).



EVOLUTION



Charmander LEVEL-UP MOVES



Charmeleon



Charizard



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	Counter	Fighting	Physical	-	100	20	Varies
	Crunch	Dark	Physical	80	100	15	Normal
	Ember	Fire	Special	40	100	25	Normal
	Growl	Normal	Status	-	100	40	Many Others
	Heat Wave	Fire	Special	95	90	10	Marry Others
	Scratch	Normal	Physical	40	100	35	Normal
	Smokescreen	Normal	Status	_	100	20	Normal
	Wing Attack	Flying	Physical	60	100	35	Normal
	Growl	Normal	Status	-	100	40	Many Others
ì	Smokescreen	Normal	Status	_	100	20	Normal
à	Ember	Fire	Special	40	100	25	Normal
,	Fury Swipes	Normal	Physical	18	80	15	Normal
ŝ	Dragon Rage	Dragon	Special	_	100	10	Normal
3	Fire Spin	Fire	Special	35	85	15	Normal
3	Slash	Normal	Physical	70	100	20	Normal
4	Flamethrower	Fire	Special	90	100	15	Normal
2	Air Slash	Flying	Special	75	95	15	Normal
5	Flare Blitz	Fire	Physical	120	100	15	Normal

TM07 Protect
TM08 Substitute
TM09 Reflect
TM10 Dig
TM11 Will-O-Wisp
TM12 Facade
TM13 Brick Break
TM14 Fly
TM15 Seismic Toss
TM17 Dragon Tail
TM19 Iron Tail
TM22 Rock Slide
TM23 Thunder Punch
TM27 Toxic
TM31 Fire Punch
TM34 Dragon Pulse
TM37 Flamethrower
TM39 Outrage
TM41 Earthquake
TM45 Solar Beam
TM46 Fire Blast
TM48 Hyper Beam
TMS0 Roost

TM MOVES

ormal	Physical	70	100	15	Normal
sychic	Status	-	-	10	Self
ormal	Status	-	-	10	Self
ormal	Status	-	-	10	Self
sychic	Status	-	-	20	Your Side
bruon	Physical	80	100	10	Normal
Fire	Status	-	85	15	Normal
ormal	Physical.	70	100	20	Normal
phting	Physical	75	100	15	Normal
lying	Physical	90	95	15	Normal
phting	Physical	-	100	20	Normal
ncos	Physical	60	90	10	Normal
Steel	Physical	100	75	15	Normal
Rock	Physical	75	90	10	Many Others
lectric	Physical	75	100	15	Normal
bison	Status	-	90	10	Normal
Fire	Physical	75	100	15	Normal
rzoon	Special	85	100	10	Normal
Fire	Special	90	100	15	Normal
noper	Physical	120	100	10	1 Random
mund	Dissiral	100	100	10	All Others





ing Attack	Flying	Physical	60	100	35	Normal













Mega Charizard X





Get a Charizardite X from Blue, then Mega Evolve Charizard during battle by selecting the X icon.





Charizard

SPECIES STRENGTHS ATTACK DEFENSE SP. ATK

SP. DEF SPEED



to Pallet Town near the end of your adventure (p. 97).

×0.25



MEGA CHARIZARD Y

Mega Charizard Y



MEGA EVOLUTION



Get a Charizardite Y from Blue, then Mega volve Charizard during battle by selecting the Y icon.



Mega Charizard Y

SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP. DEF

SPEED

REQUIRED MEGA STONE: CHARIZARDITE Y

Receive it from Blue when you return to Pallet Town near the end of your adventure (p. 97).

×0.25







SPECIES STRENGTHS

HP	-
ATTACK	NII W
DEFENSE	
SP. ATK	HAM.

1	(O) ×1	(3) ×1
	⊘ ×0.5	×1
1	○ ×0.5	○ ×1

POKÉDEX ENTRY

Shoots water at prey while in t
water. Withdraws into its shell
when in danger

DAMAGE TAKEN IN BATTLES

① ×1	(3) ×1
○ ×0.5	@ ×1
○ ×0.5	○ ×1



•	×0.5	0	×1
		0	

U	×I	U	×I
0	×1	0	×0.5
		_	

MAIN WAY TO OBTAIN

Receive one from a police officer in Vermillon City (p. 47). Or catch one when it appears as an unusual encounter during a Catch Combo (p. 117) on Route 24 or Route 25 or in the Seafoam Islands.









TM MOVES TM01 Headbutt



Blastoise





1	Tackle	Normal	Physical	40	100	35	Normal
5	Tail Whip	Normal	Status	-	100	30	Marry Other
9	Bubble	Water	Special	40	100	30	Marry Other
14	Withdraw	Water	Status	-	-	40	Self
18	Water Gun	Water	Special	40	100	25	Normal
23	Bibe	Dark	Physical	60	100	25	Normal
27	Bubble Beam	Water	Special	65	100	20	Normal
32	Protect	Normal	Status	-	-	10	Self
26	Headbutt	Normal	Physical	70	100	15	Normal
11	Hydro Pumo	Water	Special	110	80	5	Normal
15	Skull Bash	Normal	Physical	130	100	10	Normal
			ALCOHOLD !				

TM05	Rest
TM07	Protect
TIM08	Substitute
	Reflect
TM10	Dia
TM12	Facade
TM13	Brick Break
	Seismic Toss
	Iron Tail
	Rock Slide
	Waterfall
TM27	
TM29	
	Dragon Pulse
THATE	ke Punch
	Outrage
TM47	Cod
	Blizzard
	ke Beam
IMOD	Ke Beam

Normal	Physical	70	100	15	Normal
Psychic	Status	-	-	10	Self
Normal	Status	-	_	10	Self
Normal	Status	-	-	10	Self
Psychic	Status	-	-	20	Your Side
Ground	Physical	80	100	10	Normal
Normal	Physical	70	100	20	Normal
Fighting	Physical	75	100	15	Normal
Fighting	Physical	-	100	20	Normal
Steel	Physical	100	75	15	Normal
Rock	Physical	75	90	10	Many Others
Water	Physical	80	100	15	Normal
Poison	Status	-	90	10	Normal
Water	Special	80	100	15	Normal
Dragon	Special	85	100	10	Normal
Ice	Physical	75	100	15	Normal
Dragon	Physical	120	100	10	1 Random
Water	Special	90	100	15	All Others
Ice	Special	110	70	5	Many Others







Wartortle









SPECIES STRENGTHS

HP

DEFENSE SP. ATK SP. DEF SPEED

POKÉDEX ENTRY

When tapped on its head, this Pokémon will pull it in, but its tail will still stick out a little bit.

×0.5

MAIN WAY TO OBTAIN

Obtain a Squirtle, then level it up to Lv. 16 or higher to evolve it into Wartortle.



EVOLUTION



Wartortle



Sauirtle



LEVEL-UP MOVES

ı	Bubble	Water	Special	40	100	30	Marry Others	
	Tackle	Normal	Pfrysical	40	100	35	Normal	
	Tail Whip	Normal	Status	-	100	30	Many Others	
	Withdraw	Water	Status	-	-	40	Self	
	Tail Whip	Normal	Status	-	100	30	Marry Others	
	Bubble	Water	Special	40	100	30	Many Others	
ı	Withdraw	Water	Status	-	-	40	Self	
ì	Water Gun	Water	Special	40	100	25	Normal	
ï	Bite	Dark	Physical	60	100	25	Normal	
ı	Bubble Beam	Water	Special	65	100	20	Normal	
١	Protect	Normal	Status	-	-	10	Self	
	Headbutt	Normal	Physical	70	100	15	Normal	







TM	MOVES
80	
	Headbutt
TM05	
TM07	Protect
TM08	Substitute
	Reflect
TM10	Dig
	Facade
	Brick Break
	Seismic Toss
	Iron Tail
TM22	Rock Slide





Blastoise





SPECIES STRENGTHS

HP	
ATTACK	
DEFENSE	1000
SP. ATK	
SP. DEF	
SPEED	

0	×1	O	×1
0	×0.5	0	×1
0	×0.5	0	×1
0	×2	0	×1

DAMAGE TAKEN IN BATTLES

DOKÉDEY ENTRY

Once it takes aim at its enemy, blasts out water with even mor					
blasts out water with even mor	Once it tal	kes aim	at it	s ene	emy,
	blasts out	water	with e	even	mor

Н	○ ×0.5	
ı	② ×2	×1
ī	○ ×2	① ×1
	⊗ ×0.5	€ ×1
1	(C) ×1	① ×1
	•	-

MAIN WAY TO OBTAIN Obtain a Wartortle, then level it up to Lv. 36 or higher to evolve it into Blastoise.









TM MOVES









1	Aqua Jet	Water	Physical	40	100	20	Normal	г
1	Bubble	Water	Special	40	100	30	Marry Others	в
1	Fake Out	Normal	Physical	40	100	10	Normal	в
1	Flash Cannon	Steel	Special	80	100	10	Normal	
1	Tackle	Normal	Physical	40	100	35	Normal	т
1	Tail Whip	Normal	Status	_	100	30	Many Others	
1	Withdraw	Water	Status	-	-	40	Self	в
5	Tail Whip	Normal	Status	-	100	30	Many Others	
9	Bubble	Water	Special	40	100	30	Marry Others	в
14	Withdraw	Water	Status	-	-	40	Self	۲
20	Water Gun	Water	Special	40	100	25	Normal	
27	Bine	Dark	Physical		100	25	Normal	
33	Bubble Beam	Water	Special	65	100	20	Normal	3
44	Protect	Normal	Status	-	-	10	Self	
54	Headbutt	Normal	Physical	70	100	15	Normal	
65	Hydro Puma	Water	Special	110	80	5	Normal	
75	Skull Bash	Normal	Physical	130	100	10	Normal	

15	TM10	
	TM12	Facade
rs	TM13	Brick Break
rs	TM15	Seismic Toss
	TM17	Dragon Tail
	TM19	Iron Tail
	TM20	Dark Pulse
		Rock Slide
	TM25	Waterfall
	TM27	Taxic
	TM29	Scald
	TM34	Dragon Pulse
		Ice Punch
	TM39	Outrage
	TM41	Earthquake
	TM47	
		Hyper Beam
		Blizzard
		Flash Cannon
	TM55	Ice Beam

Psychic	Status	-	-	10	Self
Normal		-			Self
Normal	Status	-	-	10	Self
Psychic	Status	-	-	20	Your Sic
Ground	Physical	80	100	10	Norma
Normal	Physical	70	100	20	Norma
Fighting	Physical	75	100	15	Norma
Fighting	Physical	-	100	20	Norma
Dragon	Physical	60	90	10	Norma
Steel	Physical	100	75	15	Norma
Dark	Special	80	100	15	Norma
Rock	Physical	75	90	10	Marry Oth
Water	Physical	80	100	15	Norma
Poison	Status	-	90	10	Norma
Water	Special	80	100	15	Norma
Dragon	Special	85	100	10	Norma
Ice	Physical	75	100	15	Norma
Dragon	Physical	120	100	10	1 Randi
Ground	Physical			10	All Othe
Water	Special	90	100		All Oth
Normal	Special				Norma
lce	Special	110	70	5	Many Ot
	Normal Normal Psychic Ground Normal Fighting Fighting Dragon Steel Dark Rock Water Poison Water Poison Water Dragon Ice Dragon Komal Normal No	Nomal Status Nomal Status Psychic Status Ground Physical Righting Physical Righting Physical Dragon Physical Dark Special Dark Special Dark Special Dark Special Dark Special Dark Special Obagon Special Ce Physical Deagon Physical Genund Physical Mater Special Nature Special Nature Special Nature Special Nermal Special	Normal Status	Normal Status	Normal Status — 10 Psychol Status — 10 Psychol Status — 10 Psychol Status = 10 Psychol









MEGA BLASTOISE

Mega Blastoise



MEGA EVOLUTION



Get a Blastoisinite from Blue, then Mega Evolve Blastoise during battle.



Mega Blastoise

SPECIES STRENGTHS

HP
ATTACK
DEFENSE
SP. ATK
SP. DEF



Receive it from Blue when you return to Pallet Town near the end of your adventure (p. 97).

DAMAGE TAKEN IN BATTE

2 2 ×1

×1 0 ×1

2) ×1 (2) ×0.5











SPECIES STRENGTHS

HP	-
ATTACK	MH.
DEFENSE	-
SP. ATK	88

SPEED **POKÉDEX ENTRY** If you touch the feeler on top of its head, it will release a horrible stink to protect itself.

DAMA	UE TAK	EN IN	BAI	LES
0	×1	0	×2	





MAIN WAY TO OBTAIN Catch one when it appears on

Route 2 or more commonly in Viridian Forest.











EVOLUTION



LEVEL-UP MOVES

EVOLUTION MOVES

Bug Status — 95 40 Many Others Normal Physical 40 100 35 Normal



Metapod TM MOVES



Lv 10

Butterfree

POKÉMON EXPRESSIONS





Average height: 2'04"

Average weight: 21.8 lbs.









♂ ♀ | Same form for male/female



SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP. DEF

SPEED

×0.5

POKÉDEX ENTRY

Hardens its shell to protect itself. However, a large impact may cause it to pop out of its shell.

MAIN WAY TO OBTAIN

Catch one when it appears in Viridian Forest. Or obtain a Caterpie, then level it up to Lv. 7 or higher to evolve it into Metapod.



EVOLUTION



LEVEL-UP MOVES



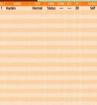
Lv. 10



Metapod Butterfree TM MOVES







EVOLUTION MOVES Normal Status - - 30









Butterfree









PECIES STRENGTHS	DAMAGE	TAKEN IN BATTL
LOILO OTTILLITATIO		-

SI

HP	
ATTACK	1118
DEFENSE	1110

POKÉDEX ENTRY Its wings, covered with poisonous powder, repel water. This allows it to fly in the rain.

⊙ ×1	(3) ×2
0 v2	€ v1













MAIN WAY TO OBTAIN Catch one when it appears in

Viridian Forest in Pokémon: Let's Go. Pikachu! Or obtain a Metapod. then level it up to Lv. 10 or higher to evolve it into Butterfree.





EVOLUTION



LEVEL-UP MOVES



Metapod TM MOVES



POKÉMON EXPRESSIONS









		2 leeb Lowder						
	13	Stun Spore	Grass	Status	_	75	30	Norma
	16	Psybeam	Psychic	Special	65	100	20	Norma
	19	Supersonic	Normal	Status	-	55	20	Norma
	22	Quiver Dance	Bug	Status	-	-	20	Self
	25	Whirlwind	Normal	Status	_	-	20	Norma
		Air Slash	Flying	Special	75	95	15	Norma
		Bug Buzz	Bug	Special	90	100	10	Norma
	-	boy batt		speed	-			
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Flying Special 40 100 35 Normal

 1
 Confusion
 Psychic
 Special
 50
 100
 25
 Normal

 1
 Gust
 Flying
 Special
 40
 100
 35
 Normal

 13
 Poison Powder
 Poison
 Status
 —
 75
 35
 Normal

803	TEAME					
TM01	Headbutt	Normal	Physical	70	100	15
TM04	Teleport	Psychic	Status	-	-	20
TM05	Rest	Psychic	Status	-	-	10
TM07	Protect	Normal	Status	-	-	10
TMOR	Substitute	Normal	Status	-	-	10
	Reflect	Psychic	Status	-	-	20
TM12	Facade	Normal	Physical	70	100	20
	U-turn	Bug	Physical	70	100	20
	Toxic	Poison	Status	_	90	10
TMAD	Psychic	Psychic	Special	90	100	10
	Shadow Ball	Ghost	Special		100	15
	Solar Beam	Grass	Special	200	100	10
	Hyper Beam	Normal	Special	150	90	5
	Roost	Flying	Status	-	-	10
	Mega Drain	Grass	Special	75	100	10
	Dream Fater	Psychic	Special		100	1

Lv. 10

















GTHS

SPECIES	STREN
HP	Sec.
ATTACK	ALC: U
DEFENSE	-
SP. ATK	SER.
SP. DEF	HH.
SPEED	1000

0		0	×2
· ·	×2	(0)	×Z
0	×1	0	×0.5
0	×0.25	0	×2
0	×1	0	×1

MAGE TAKEN IN RATTLES

POKÉDEX ENTRY

Beware of the sharp stinger on its head, It hides in grass and bushes where it eats leaves.

0	×1	0	×1
0	×0.25	0	×1
0	×0.5	0	×1
	×1	0	×0.5

MAIN WAY TO OBTAIN

Catch one when it appears on Route 2 or more commonly in Viridian Forest.



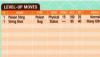
EVOLUTION







Weedle



TM MOVES













SPECIES STRENGTHS



SPEED

POKÉDEX ENTRY Able to move only slightly. When endangered, it may stick out its stinger and poison its enemy.

DAMAGE TAKEN IN BATTLES







×0.5

MAIN WAY TO OBTAIN

Catch one when it appears in Viridian Forest. Or obtain a Weedle, then level it up to Lv. 7 or higher to evolve it into Kakuna.







LEVEL-UP MOVES

Lv.7



TM MOVES

Lv. 10



Beedrill



EVOLUTION MOVES Normal Status - - 30











→ Same form for male/female

SPECIES STRENGTHS

HP ATTACK DEFENSE SP. ATK SP. DEF

POKÉDEX ENTRY

SPEED

It has three poisonous stingers on its forelegs and its tail. They are used to jab its enemy repeatedly.

×0.5

×0.5

MAIN WAY TO OBTAIN

Catch one when it appears in Viridian Forest in Pokémon: Let's Go, Eevee! Or obtain a Kakuna, then level it up to Lv. 10 or higher to evolve it into Beedrill.





Lv. 7

Lv. 10



Weedle



Beedrill



Rage Fury Attack Focus Energy Poison Jab

LEVEL-UP MOVES

TM MOVES

Outrage Solar Bear Hyper Bea Roost Sludge Bo











EVOLUTION MOVES

Bug Physical 25 100 20





Mega Beedrill





Buy a Beedrillite, then Mega Evolve Beedrill during battle.



Mega Beedrill

Beedrill

SPECIES STRENGTHS ATTACK DEFENSE SP. ATK SPEED

SP. DEF

REQUIRED MEGA STONE: BEEDRILLITE

Buy it from a seller who appears at the Pokémon League once you have become Champion (p. 103).

×0.25 🔼 ×2

×0.25 ×1

🔼 ×1 🙆 ×0.5









Pidgey







→ Same form for male/female



SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP. DEF

SPEED

POKÉDEX ENTRY

Very docile. If attacked, it will often kick up sand to protect itself rather than fight back.

MAIN WAY TO OBTAIN

Catch one when it appears on Route 1, Route 2, or elsewhere.





Pidgey LEVEL-UP MOVES







40 - 40 - 60 - 75 80 35 15 35 20 30 35 10 20 30 15 10 Sand Attack Gust 9 Mirror Move 11 Quick Attack 15 Wing Attack 17 Roost 21 Whirtwind 23 Agility 27 Air Slash 29 Razor Wind

TM MOVES

100 95 100 90









EVOLUTION MOVES

₩ 186



Pidgeotto





SPECIES STRENGTHS

HP	DAME.
ATTACK	-
DEFENSE	2200
SP. ATK	100
SP. DEF	-
SPEED	-

POKÉDEX ENTRY This Pokémon is full of vitality. It constantly flies around its large territory in search of prey.

DEFENSE	(€) ×1	(0)	×
SP. ATK		A	

6	×1	(
0	×1	(
0	×ns	1

MAMAGE TAKEN IN BATTLES

MAIN WAY TO OBTAIN

Catch one when it appears on Route 5, Route 6, or elsewhere. Or obtain a Pidgey, then level it up to Lv. 18 or higher to evolve it into Pidgeotto.





EVOLUTION





Flying Special 40 100 35



Lv. 36



LEVEL-UP MOVES

Pidgeot

POKÉMON EXPRESSIONS







	EVOLUTION N	NOVES
- 1		

	1	Ouick Attack	Normal	Physical	40	100	30	Normal
	1	Sand Attack	Ground	Status	_	100	15	Normal
	1	Tackle	Normal	Physical	40	100	35	Normal
	3	Sand Attack	Ground	Status	-	100	15	Normal
	5	Gust	Flying	Special	40	100	35	Normal
	q	Ouick Attack	Normal		40	100	30	Normal
	11	Mirror Move	Flying	Status	_	_	20	Normal
	15	Wing Attack	Flying	Physical	60	100	35	Normal
	17	Roost	Fiving	Status	-	_	10	Self
	25	Whirlwind	Normal	Status	_	_	20	Normal
	31		Psychic	Status			30	Self
		Air Slash	Flying	Special	75	95	15	Normal
		Razor Wind	Normal	Special	80	100	10	Many Othe
	42	WRSTLL AMUD	rectines	Special	00	100	10	many Out
1								
١								
1								
1								

Normal	TMC
Normal	TMC
Normal	TM1
Normal	TM1
Normal	TM1
Normal	TM
Self	TM:
Normal	
Self	
Normal	
Many Others	

Normal	Physical	70	100	15	
Psychic	Status	-	-	10	
Normal	Status	-	-	10	
Normal	Status	_	-	10	
Psychic	Status	-	-	20	
Normal	Physical	70	100	20	
Flying	Physical	90	95	15	
Bug	Physical	70	100	20	
Poison	Status	-	90	10	
Flying	Status	-	-	10	









✓ 018 Bird Pokémon

Average height: 4'11"

Average weight: 87.1 lbs.



Pidgeot



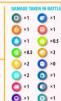






SPECIES S	TRENGTH
HP	-
ATTACK	COMP.
DEFENSE	HOM
SP. ATK	DESCRIPTION OF THE PERSON OF T
SP. DEF	STATE OF THE PARTY.
SPEED	

POKÉDEX ENTRY This Pokémon flies at Mach 2 speed, seeking prey. Its large talons are feared as wicked weapons.



MAIN WAY TO OBTAIN

Obtain a Pidgeotto, then level it up to Lv. 36 or higher to evolve it into Pidgeot. Or catch one when it appears in the sky after becoming Champion (p. 107).







Lv. 36



Pidgeot



DE	HAME	TYPE					
1	Gust	Flying	Special	40	100	35	Normal
1	Heat Wave	Fire	Special	95	90	10	Many Others
1	Quick Attack	Normal	Physical	40	100	30	Normal
1	Sand Attack	Ground	Status	-	100	15	Normal
1	Sky Attack	Flying	Physical		90	5	Normal
1	Tackle	Normal	Physical	40	100	35	Normal
3	Sand Attack	Ground	Status	-	100	15	Normal
5	Gust	Flying	Special	40	100	35	Normal
9	Quick Attack	Normal	Physical	40	100	30	Normal
11	Mirror Move	Flying	Status	-	-	20	Normal
15	Wing Attack	Flying	Physical	60	100	35	Normal
17	Roost	Flying	Status	-	-	10	Self
25	Whirlwind	Normal	Status	-	-	20	Normal
31	Aplifty	Psychic	Status	-	-	30	Self
43	Air Slash	Flying	Special	75	95	15	Normal
53	Razor Wind	Normal	Special	80	100	10	Many Others

	MOVEO
	Headbutt
TM05	
	Protect
	Substitute
	Reflect
	Facade
TM14	
	U-turn
TM27	
TM48	Hyper Beam
TMS0	Roost

Normal	Physical	70	100	15	Norn
Psychic	Status	-	-	10	Sel
Normal	Status	-	_	10	Sel
Normal	Status	-	-	10	Sel
Psychic	Status	-	-	20	Your!
Normal	Physical	70	100	20	Non
Flying	Physical	90	95	15	Norr
Bug	Physical	70	100	20	Non
	Status	_	90	10	Norr
Normal				5	Non
Flying					Se
	Psychic Normal Normal Psychic Normal Flying Bug Poison Normal	Psychic Status Normal Status Normal Status Psychic Status Normal Physical Physical Poison Status Normal Special	Psychic Status — Normal Status — Normal Status — Psychic Status — Normal Physical 70 Physical 70 Bug Physical 70 Poison Status — Normal Special 150	Psychic Status	Psychic Status — 10 Normal Status — 10 Normal Status — 10 Psychic Status — 20 Normal Physical 70 100 20 Physical 70 100 20 Physical 70 100 20 Psychic Status — 90 10 Normal Special 150 90 5













Mega Pidgeot





Buy a Pidgeotite, then Mega Evolve Pidgeot during battle.



Mega Pidgeot

SPECIES STRENGTHS

HP ATTACK DEFENSE SP. ATK SP. DEF SPEED



the Pokémon League once you have become Champion (p. 103).



Rattata







The female has shorter whiskers than the male.







SPECIES	SINENU
HP	-
ATTACK	-
DEFENSE	-
SP. ATK	88
SP. DEF	-

DAMAGE TAI	KEN IN BATTL
① ×1	() ×1

POKÉDEX ENTRY Will chew on anything with its

fangs. If you see one, you can be certain that 40 more live in the area.

	① ×1
② ×1	① ×1

MAIN WAY TO OBTAIN

Catch one when it appears on Route 1, Route 2, or elsewhere.







TM MOVES

TM01 Headbutt TM05 Rest TM07 Protect TM05 Protect TM07 Protect TM10 Dig TM12 Facade TM16 DinderWale TM18 U-turn TM16 ThunderWale TM18 U-turn TM18 TM27 Toolc TM35 Thunderbolt TM38 Thunder TM3 Shadow Ball TM51 Bizzard TM55 Ice Beam



Normal	Physical	70	100	15	Normal
Dark	Status	-	100	20	Normal
Psychic	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Ground	Physical	80	100	10	Normal
Normal	Physical	70	100	20	Normal
Electric	Status	-	90	20	Normal
Buz	Physical	70	100	20	Normal
Steel	Physical	100	75	15	Normal
Poison	Status	-	90	10	Normal
Electric	Special	90	100	15	Normal
Electric	Special	110	70	10	Normal
Ghost	Special	80	100	15	Normal
loe	Special	110	70	5	Marry Others
Ice	Special	90	100	10	Normal





Rattata



→ Same form for male/female



SPECIES STRENGTHS

HP	-
ATTACK	-
DEFENSE	and a
SP. ATK	-
SP. DEF	-
SPEED	

Out Out

	○ ×0
○ ×1	① ×2
2 ×1	(a) ×1

DAMAGE TAKEN IN BATTLES

POKÉDEX ENTRY

Its whiskers provide it with a
keen sense of smell, enabling
to pick up the scent of hidden
food and locate it instantly

Ŏ	×1	ŏ	×O
ŏ	×1	0	×1

MAIN WAY TO OBTAIN Trade a Rattata for one in the

Pokémon Center in Cerulean City (p. 41).



ALOLA FORM



EVOLUTION



Alolan Rattata



Alolan Raticate

POKÉMON EXPRESSIONS



1	Tackle	Normal	Physical	40	100	35	Normal
	Tail Whip	Normal	Status		100	30	Many Others
6	Quick Attack	Normal	Physical	40	100	30	Normal
9	Focus Energy	Normal	Status		-	30	Self
12	Bine	Dark	Physical	60	100	25	Normal
15	Super Fang	Normal	Physical	-	90	10	Normal
18	Crunch	Dark	Pfrysical	80	100	15	Normal
21	Hyper Fang	Normal	Physical	80	90	15	Normal
24	Sucker Punch	Dark	Physical	70	100	5	Normal
27	Double-Edge	Normal	Physical	120	100	15	Normal

	TM	M
MIGE	No.	
ormal	TM01	
Others	TM02	
ormal	TM05	
Self	TM07	
ormal	TM08	
ormal	TM10	
ormal	TM12	
ormal	TM18	
ormal	TM19	
ormal	TM20	
	TM27	Too
	TM43	
	TM51	
	TM52	Sk
	TMSS	le

Lv. 20

Normal	Physical	70	100	15	Non
Dark	Status	-	100	20	No
Psychic	Status	-	_	10	S
Normal	Status	-	-	10	5
Normal	Status	-	-	10	S
Ground	Physical	80	100	10	No
Normal	Physical	70	100	20	No
Bug	Physical	70	100	20	No
Steel	Physical	100			Nor
Dark	Special	80	100	15	No
Poison	Status	-	90	10	No
Ghost	Special	80	100	15	No
loe	Special	110	70	5	Marry
Poison	Special	90	100	10	No







EVOLUTION MOVES

LEVEL-UP MOVES

Raticate







The female has shorter whiskers than the male.







SPECIES STRENGTHS

OI LUILO	Dilleitui
HP	-
ATTACK	
DEFENSE	
SP. ATK	-
SP. DEF	

DAILINGE IN	MEN IN DALLE
① ×1	() ×1
	(×1
() ×1	① ×1
2 ×1	(a) ×1

POKÉDEX ENTRY Its hind feet are webbed. They act as flippers, so it can swim in rivers and hunt for prey.

() ×1	① ×0	
(1) ×1	(1) ×1	
	① ×1	

MAIN WAY TO OBTAIN

Catch one when it appears in the Pokémon Mansion, on Route 21, or elsewhere. Or obtain a Rattata, then level it up to Lv. 20 or higher to evolve it into Raticate.





Lv. 20



Raticate





LEVEL-UP MOVES

TM02 Tourit
TM05 Rest
TM05 Rest
TM06 Substitu
TM10 Dig
TM12 Facade
TM16 Thunder
TM18 U-turn
TM19 Ion TM19 Ion TM19
TM36 Thunder
TM38 Thunder
TM38 Thunder
TM48 Hyper B
TM48 Hyper B
TM55 Ice Bear

TM MOVES









Raticate







SPECIES STRENGTHS HP

ATTACK DEFENSE SP. ATK SP. DEF SPEED

It makes its Rattata underlings gather food for it, dining solely on the most nutritious and

POKÉDEX ENTRY

delicious fare.

MAIN WAY TO OBTAIN

Obtain an Alolan Rattata, then level it up to Lv. 20 or higher to evolve it into Alolan Raticate.



ALOLA FORM



EVOLUTION



Alolan Rattata



Alolan Raticate

POKÉMON EXPRESSIONS



EVOLUTION MOVES

LEVEL-UP MOVES

Tackle Tail Whip Tail Whip Quick Attack 6 Quick Attack 9 Focus Energy 12 Bits 15 Super Fang 18 Crunch 26 Hyper Fang 34 Sucker Punch 42 Double-Edge TM MOVES

100 90 70







Spearow







♂ ♀ | Same form for male/female



STHS

SPECIES	STRENG
HP	-
ATTACK	ALC: UNKNOWN
DEFENSE	-
SP. ATK	MIN.
en nee	

POKÉDEX ENTRY

SPEED

Inept at flying high. However, it can fly around very fast to protect its territory.

DAMINGE IN	EVER IN DALLE
	(3) ×1
	×1
○ ×1	A ×0.5

		1	
0	×0.5		
0	×2	(×0	

<u> </u>	0	
	① ×1	
(×1	① ×1	

0	×1	0	×1	
0	×n	0	×1	

MAIN WAY TO OBTAIN

Catch one when it appears on Route 3, Route 4 (East), or elsewhere.



EVOLUTION



Spearow

Fearow



TM MOVES TM01 Headbutt TM05 Rest TM07 Protect TM08 Substitute TM12 Facade TM14 Hy TM18 U-turn TM27 Toxic TM28 Tri Attack TM28 Roost

TM50 Roost TM58 Drill Run

10 20 15 20 10 10 10 70 90 70 80 80

POKÉMON EXPRESSIONS













Fearow





SPECIES STRENGTHS

HP	-
ATTACK	
DEFENSE	-
SP. ATK	-
SP. DEF	-
COFFO	

DAMAGE TAKEN IN BATTLES

-		-	
0	×1	0	×1
0	×1	0	×0.5

POKÉDEX ENTRY

() ×1 (0.5×
1) ×0.5	② ×2
1	3 ×2	0×0





MAIN WAY TO OBTAIN

high and away, instantly.

Catch one when it appears on Route 9, Route 10 (North), or elsewhere. Or obtain a Spearow, then level it up to Lv. 20 or higher to evolve it into Fearow.





EVOLUTION



Spearow



F	e	a	r	0	

POKÉMON EXPRESSIONS

IV.							
1	Drill Run	Ground	Physical	80	95	10	Normal
1	Focus Energy	Normal	Status	-	-	30	Self
1	Growl	Normal	Status	-	100	40	Many Others
1	Leer	Normal	Status	-	100	30	Many Others
1	Peck	Flying	Physical	35	100	35	Normal
1	Quick Attack	Normal	Physical	40	100	30	Normal
1	Sky Attack	Flying	Physical	200	90	5	Normal
3	Growl	Normal	Status	-	100	40	Many Others
8	Leer	Normal	Status	-	100	30	Many Others
11	Focus Energy	Normal	Status	-	-	30	Self
16	Fury Attack	Normal	Physical	15	85	20	Normal
19	Mirror Move	Flying	Stabus	-	-	20	Normal
29	Roast	Flying	Status	-	-	10	Self
37	Agility	Psychic	Status	-	_	30	Self
47	Drill Peck	Flying	Physical	80	100	20	Normal

Vormal	TM01	He
Self	TM05	
ny Others	TM07	Pn
my Others	TMCS	Su
Vormal	TM12	Fa
Vormal	TM14	Fh
Vormal	TM18	U-
ny Others	TM27	To
ny Others	TM28	16
Self	TM48	Hy
Vormal	TMSO	Ro
Vormal	TM58	Dr
Self		
SAH		
Vormal		

TM MOVES

	Normal	Physical	70	100	15	Normal	
	Psychic	Status	-	-	10	Self	
	Normal	Status	-	-	10	Self	
	Normal	Status	-	-	10	Self	
	Normal	Physical	70	100	20	Normal	
	Flying	Physical	90	95	15	Normal	
	Bug	Physical	70	100	20	Normal	
	Poison	Status	-	90	10	Normal	
	Normal	Special	80	100	10	Normal	
	Normal	Special	150	90	5	Normal	
	Flying	Status	-	-	10	Self	
	Ground	Physical	80	95	10	Normal	







LEVEL-UP MOVES









Same form for male/female

Same for male/female

Same form for male/female

Same for male/female



GTHS

SPECIES	STREN
HP	-
ATTACK	STATE OF THE PARTY.
DEFENSE	200
SP. ATK	NAME OF
SP. DEF	SHEW.

POKÉDEX ENTRY

The older it gets, the longer it grows. At night, it wraps its long body around tree branches to rest.

TLES

DAMAGE TA	KEN IN BATTL
① ×1	() ×1
(3) ×1	◎ ×2
() ×1	○ ×0.5

(9)	×0.5	0	×1
0	×1	0	×1
6	×1	0	×1

O	×0.5	0	×1	
0	×0.5	0	×1	

€ × 0.5

MAIN WAY TO OBTAIN

Obtain one in a trade if you are playing Pokémon: Let's Go, Pikachu!, as it does not appear in that game. Catch one when it appears on Route 3 or Route 4 (East) in Pokémon: Let's Go, Eevee!





Lv. 22



Paison Stina	Poison	Physical	15	100	35	Normal
Wrag	Normal	Physical	15	90	20	Normal
Leer	Normal	Status	-	100	30	Many Others
Acid	Poison	Special	40	100	30	Many Others
Bite	Dark	Physical	60	100	25	Normal
Haze	Ice	Status	-	-	30	Both Sides
Glare	Normal	Status	-	100	30	Normal
Poison Jab	Polson	Physical	80	100	20	Normal
Slam	Normal	Physical	80	75	20	Normal
Screech	Normal	Status	-	85	40	Normal
Taxic	Poison	Status	-	90	10	Normal

TM MOVES TM01 Headbutt
TM05 Rest
TM07 Protect
TM08 Substitute
TM10 Dig
TM12 Facade
TM19 Iron Tail
TM20 Dark Pulse
TM22 Rock Slide
TM26 Poison Jab
TM27 Rock
TM27 Earthquake
TM25 Sudge Bro

ormal	Physical	70	100	15	Normal	
sychic	Status	-	-	10	Self	
lamal	Status	-	-	10	Self	
ormal	Status	-	-	10	Self	
round	Physical	80	100	10	Normal	
ormal	Physical	70	100	20	Normal	
Steel	Physical	100	75	15	Normal	
Dark		80	100	15	Normal	
Rock	Physical	75	90	10	Many Others	
oison	Physical	80	100	20	Normal	
bison	Status	-	90	10	Normal	
round	Physical	100	100	10	All Others	









EVOLUTION MOVES

LEVEL-UP MOVES

№ 196

024 ARBOK





SPECIES STRENGTHS

HP	
ATTACK	
DEFENSE	
SP. ATK	-
SP. DEF	
epeen	

POKÉDEX ENTRY

The frightening patterns on its belly have been studied. Six variations have been confirmed.

DAMAGE TAKEN IN BATTLES

① ×1	(3) ×1
	○ ×2
() ×1	① ×0.5
0 vns	O v1



	1		
•	×1	0	×1
		-	



MAIN WAY TO OBTAIN

Obtain an Ekans, then level it up to Lv. 22 or higher to evolve it into Arbok.



Arbok





Lv. 22



POKÉMON EXPRESSIONS





EVOLUTION N	IOVES					
NAME	THE	KIMD		ACC		RANGE
Crunch	Dark	Physical	80	100	15	Normal

LEVEL-UP MOVES

on Jab ech	Normal Normal Poison	Physical Physical Status Status	80	75 85 90	20 20 40 10	Normal Normal Normal Normal	

	TM	MOVE
	3.0	- 4
ı	TM01	Headbu
	TM05	Rest

TM01	Headbutt
TM05	
TM07	Protect
	Substitute
TM10	Dig
TM12	Facade
TM17	Dragon Tail
TM19	Iron Tail
TM20	Dark Pulse
TM22	Rock Slide
TM26	Poison Jab
TM27	Toxic
TM41	Earthquake
TM48	Hyper Beam
	Sludge Bomb
TM53	Mega Drain
	C. C

Normal	Physical	70	100	15	ħ
Psychic	Status	-	-	10	
Normal	Status	_	_	10	
Normal	Status	-	-	10	
Ground	Physical	80	100	10	- 1
Normal	Physical	70	100	20	ħ
Dragon	Physical	60	90	10	
Steel	Physical	100	75	15	
Dark	Special	80	100	15	h
Rock	Physical	75	90	10	Mar
Paison	Physical	80	100	20	h
Poison	Status	_	90	10	
Ground	Physical	100	100	10	Al
Normal	Special	150	90	5	
Paison	Special	90	100	10	
Grass	Courial	75	100	10	











The tip of the female's tall has a notch in it, while the tip of the male's tall does not.



SPECIES	STRENGT
HP	
ATTACK	-
DEFENSE	000
SP. ATK	1000
SP. DEF	-
SPEED	TO DESCRIPTION OF

		@ ×1
2	○ ×1	① ×1
	2 ×1	×1
	○ ×0.5	○ ×1
g =	(3) ×1	
	(×1	① ×1

POKÉDEX ENTRY This forest-dwelling Pokémon

stores electricity in its cheeks, so you'll feel a tingly shock if you touch it.

*1	0	×1
② ×1	0	×0.
A v2	0	v1

MAIN WAY TO OBTAIN

Catch one when it appears in Viridian Forest.









	×	3 6 9 12 15 18 21 24 27 30
		12
		15
		21
F		30
	1	E
		L
	10	

3 Tail 1 6 Quic 9 Dou 2 Dou 15 Thur 18 Ligh 11 Thur	under Shock il Whip pick Attack puble Kick puble Team under Wave	Normal Electric Normal Normal Fighting Normal Electric	Status Physical	40 40 30	100 100 100	40 30 30 30 30 30	Many Others Normal Many Others Normal Normal Self
3 Tail 1 6 Quic 9 Dou 2 Dou 15 Thur 18 Ligh	I Whip sick Attack suble Kick suble Team under Wave	Normal Normal Fighting Normal	Status Physical Physical Status	40 30	100 100 100	30 30 30	Many Others Normal Normal
6 Quic 9 Dou 2 Dou 15 Thur 18 Ligh 11 Thur	uck Attack suble Kick suble Team under Wave	Normal Fighting Normal	Physical Physical Status	40 30 —	100	30 30	Normal Normal
Dou Dou Dou Thur B Ligh Thur	ruble Kick ruble Team under Wave	Fighting Normal	Physical Status	30	100	30	Normal
2 Dou 5 Thur 8 Light 1 Thur	uble Team under Wave	Normal	Status	-			
5 Thur 8 Light 1 Thur	under Wave				-	15	
8 Light 1 Thur		Electric					
1 Thur				-	90	20	Normal
		Psychic	Status	-	-	30	Your Side
4 Slan	underbolt	Electric		90	100	15	Normal
	em	Normal	Physical	80	75	20	Normal
7 Aqil		Psychic	Status	-	-	30	Self
0 Thu		Electric	Special	110	70	10	Normal

TM	MOVES	
150		
TM01	Headbutt	
TM03	Helping Hand	
TM05	Rest	
TM06	Light Screen	
TM07	Protect	
TM08	Substitute	
TM09	Reflect	
TM10	Dio	
TM12	Facade	
TM13	Brick Break	

	Protect	14
TM08	Substitute	N
TM09	Reflect	P
TM10	Dig	G
TM12	Facade	N
TM13	Brick Break	R
	Seismic Toss	Fi
TM16	Thunder Wave	8
TM19	Iron Tail	- 3
	Thunder Punch	8
TM27	Taxic	P
TM33	Calm Mind	P
TM36	Thunderbolt	E
TM38	Thunder	E
TM57	Pay Day	N











Raichu







SPECIES STRENGTHS HP

ATTACK DEFENSE SP. ATK SP. DEF SPEED

POKÉDEX ENTRY When electricity builds up inside its body, it becomes feisty. It also glows in the dark.

DAMAGE TAKEN IN BATTLES

0.5×

×1 (A) ×1

MAIN WAY TO OBTAIN

Obtain a Pikachu, then use a Thunder Stone on it to evolve it into Raichu. Note that your partner Pikachu will not evolve into Raichu if you are playing Pokémon: Let's Go, Pikachu!





EVOLUTION



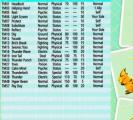
Use Thunder Stone

TM MOVES



	1	Encore	Normal	Status	-	100	5	Normal
	1	Fake Out	Normal	Physical	40	100	10	Normal
	1	Growl	Normal	Status	_	100	40	Marry Othe
	1	Quick Attack	Normal	Physical	40	100	30	Normal
	1	Tail Whip	Normal	Status	_	100	30	Many Othe
	1	Thunder Punch	Flectric	Physical	75	100	15	Normal
	1	Thunder Shock	Electric	Special	40	100	30	Normal
		Indiana succe	ERCOR	Special	40	100	30	recental
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1	E	VOLUTION MC	IVES					
ш					٠.		_	
J			TYPE					PANGE
d	Thu,	inder Punch	Electric	Physical	75	100	15	Normal

LEVEL-UP MOVES





026 Mouse Pokémon

Average height: 2'04"

Average weight: 46.3 lbs.











SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP. DEF

POKÉDEX ENTRY It loves pancakes prepared with a secret Alolan recipe. Some wonder whether that recipe holds the key to this Pokémon's evolution.

MAIN WAY TO OBTAIN

Trade a Raichu for one in the Pokémon Center in Saffron City (p. 79).



EVOLUTION

(DOES NOT EVOLVE)



40 90 1

TM MOVES





♂ ♀ | Same form for male/female



SPECIES STRENGTHS



POKÉDEX ENTRY Its body is dry. When it gets cold at night, its hide is said to become coated with a fine dew.



(×1	(3) ×1
	×1
×2	×1





MAIN WAY TO OBTAIN

Catch one when it appears on Route 3 or Route 4 (East) in Pokémon: Let's Go, Pikachu! Obtain one in a trade if you are playing Pokémon: Let's Go, Eevee!, as it does not appear in that game.





Sandshrew



Sandslash

POKÉMON EXPRESSIONS







	1	Scratch	Normal	Physical	40	100	35	Normal
	4	Poison Sting	Poison	Physical	15	100	35	Normal
	8	Sand Attack	Ground	Status	-	100	15	Normal
	12	Swift	Nomai	Special	60	-	20	Many Others
	16	Fury Swipes	Normal	Physical	18	80	15	Normal
	20	Dia	Ground	Physical	80	100	10	Normal
	24	Protect	Normal	Status	-	-	10	Self
		Swords Dance	Normal	Status	-	-	20	Self
	32	Slash	Normal	Physical	70	100	20	Normal
	36	Earthquake	Ground	Physical	100	100	10	All Others
ķ.								
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TM01	Headbutt
TM05	
TM07	Protect
TM08	Substitute
TM10	Dia
TM12	Facade
TM13	Brick Break
TM15	Seismic Toss
TM19	Iron Tail
	Rock Slide
	X-Scissor
	Poison Jah
TM27	
TM41	Earthquake
TMS6	Stealth Rock

TM MOVES

Normal	Physical	70	100	15	Normal
Psychic	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Ground	Physical	80	100	10	Normal
Normal	Physical	70	100	20	Normal
Fighting	Physical	75	100	15	Normal
Fighting	Physical	-	100	20	Normal
Steel	Physical	100	75	15	Normal
Rock	Physical	75	90	10	Many Others
Bug	Physical	80	100	15	Normal
Poison	Physical	80	100	20	Normal
Poison	Status	-	90	10	Normal
Ground	Physical	100	100	10	All Others
Rock	Status	-	-	20	Other Side









LEVEL-UP MOVES













ALOLA FORM

3 Same form for male/female



SPECIES STRENGTHS

HP ATTACK DEFENSE

SP. ATK SP. DEF SPEED

POKÉDEX ENTRY

Its ice-covered body lets it slide across the ground with bullet-like speed, sending its enemies flying when it hits them.

×0.5 (× 0.5 ×0.5 ×0.5

MAIN WAY TO OBTAIN

Trade a Sandshrew for one in the Pokémon Center in Celadon City (p. 62) in Pokémon: Let's Go, Pikachul Obtain one in a trade if you are playing Pokémon: Let's Go, Fevee! as it does not appear in that game.



EVOLUTION



Use Ice Stone



Alolan Sandshrew





40 40 60 18 75 70 100 100 100 100 100 100 20

TM MOVES TMM7 Protect
TMM8 Substitute
TMM0 Big
TMM12 Facade
TMM13 Brick Beak
TMM15 Seismic Too
TMM9 Iron Tail
TMM2 X-Scissor
TM26 Poison Jab
TM27 Toolc
TM35 Ice Punch
TM41 Earthquakt
TM51 Bilzzard



Sandslash





SPECI			

ATTACK DEFENSE SP. ATK SP DEF SPEED

POKÉDEX ENTRY

It is skilled at slashing enemies with its claws. If broken, they start to grow back in a day.

DAMAGE TAKEN IN BATTLES

×0.5

2 ×2

MAIN WAY TO OBTAIN

Obtain a Sandshrew, then level it up to Lv. 22 or higher to evolve it into Sandslash.









Sandslash

POKÉMON EXPRESSIONS

1	Counter	Fighting	Physical	-	100	20	Varies
1	Defense Curl	Normal	Status	-	-	40	Self
1	Poison Sting	Poison	Physical	15	100	35	Normal
1	Sand Attack	Ground	Status	-	100	15	Normal
1	Scratch	Normal	Physical	40	100	35	Normal
4	Poison Sting	Poison	Physical	15	100	35	Normal
8	Sand Attack	Ground	Status	_	100	15	Normal
12	Swift	Normal	Special	60	-	20	Many Others
16	Fury Swipes	Normal	Physical	18	80	15	Normal
20	Dia	Ground	Physical	80	100	10	Normal
28	Protect	Normal	Status	-	-	10	Self
36	Swords Dance	Normal	Status	_	-	20	Salf
44	Slash	Normal	Physical	70	100	20	Normal
52	Earthquake	Ground	Physical	100	100	10	All Others
			-				

LEVEL-LIP MOVES

EVOLUTION MOVES

TM07	Protect	- 7
	Substitute	83
TM10	Dia	- 7
	Facade	13
	Brick Break	
TM15	Seismic Toss	
TM19	Iron Tail	
TM22	Rock Slide	
TM24	X-Scissor	
TM26	Poison Jab	
TM27	Toxic	
TM41	Earthquake	- 3
	Hyper Beam	- 1
TM56	Stealth Rock	
TMS8	Drill Run	- 0

TM MOVES

TM01 Headbutt

lormal	Physical	70	100	15	Normal
sychic	Status	_	-	10	Self
lormal	Status		_	10	Self
lormal	Status	-	-	10	Self
mund	Physical	80	100	10	Normal
lormal	Physical	70	100	20	Normal
ahtina	Physical	75	100	15	Normal
phting	Physical		100	20	Normal
Steel	Physical	100	75	15	Normal
Rock	Physical	75	90	10	Many Others
Buo	Physical	80	100	15	Nomal
pison	Physical	80	100	20	Normal
bison	Status	_	90	10	Normal
mund	Physical	100	100	10	All Others
lormal	Special	150	90	5	Normal
Rock	Status	-	-	20	Other Side
round	Physical	80	95	10	Normal























Sandslash

ALOLA FORM







A

DI

SP. DEF SPEED

PECIES	STRENGTHS
P	
TTACK	
EFENSE	

POKÉDEX ENTRY

This is Sandslash's form after adaptation to a frigid environment. The cold air emitted by its body sharpens its icy spikes.

TTLES 0.5

DAMAGE TAN	CEN IN BATTL
○ ×0.5	O ×0.5
⊘ ×4	○ ×0.5
() ×1	○ × 0.5

0	×0.5	0	×1
0	×1	0	×1
0	×0.25	0	×0.5
	v4	0	v1

② ×0	0	×1	
	0	×0.5	

MAIN WAY TO OBTAIN

Obtain an Alolan Sandshrew, then use an Ice Stone on it to evolve it into Alolan Sandslash.



EVOLUTION



Alolan Sandshrew



Alolan Sandslash





	Protect
TM08	Substitute
TM10	
TM12	Facade
	Brick Break
TM15	Seismic Toss
TM19	Iron Tail
TM22	Rock Slide
TM24	X-Scissor
TM26	Poison Jab
TM27	Toxic
TM35	Ice Punch
TM41	Earthquake
TM48	Hyper Beam
	Blizzard
TMSS	Ice Beam
	Stealth Rock
TM58	Drill Run

TM MOVES TM01 Headbutt

Normal	Physical	70	100	15	Normal
Psychic	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Ground	Physical	80	100	10	Normal
Normal	Physical	70	100	20	Normal
Fighting	Physical	75	100	15	Normal
Fighting	Physical	-	100	20	Normal
Steel	Physical	100	75	15	Normal
Rock	Physical	75	90	10	Many Others
8ug	Physical	80	100	15	Normal
Poison	Physical	80	100	20	Normal
Poison	Status	_	90		Normal
Ice	Physical	75	100	15	Normal
Ground	Physical	100	100	10	All Others
Normal	Special	150	90	5	Normal
Ice	Special	110	70	5	Many Others
Ice	Special	90	100	10	Normal
Rock	Status	_	-	20	Other Side
Genund	Physical	80	95	10	Normal













SPECIES STRENGTHS

HP	MARKET
ATTACK	-
DEFENSE	11100
SP. ATK	-



MAIN WAY TO OBTAIN

Catch one when it appears on Route 22, Route 9, or elsewhere.



Nidoran 우









EVOLUTION



Nidorina TM MOVES



Nidoqueen



LEVEL-UP MOVES

	Growl	Normal	Status	-	100	40	
	Scratch	Normal	Physical	40	100	35	
ł	Tail Whip	Normal	Status	-	100	30	
5	Poison Sting	Poison	Physical	15	100	35	
ì	Double Kick	Fighting	Physical	30	100	30	
2	Bite	Dark	Physical	60	100	25	
	Helping Hand	Normal	Status		_	20	
	Toxic	Poison	Status	-	90	10	
1	Fury Swipes	Nomal	Physical	18	80	15	

	15 18	Double Kick Bite Helping Hand Toxic Fury Swipes	Fighting Dark Normal Poison Normal	Physical Physical Status Status Physical		100 100 90 80	30 25 20 10 15	Normal Normal 1 Ally Normal Normal
	24	Crunch Super Fang	Dark Normal	Physical Physical	80	100	15	Normal Normal
- M								
1G								

Others	TM01	
ormal	TM03	
Others	TM05	
ormal	TM07	Pro
ormal	TM08	Su
ormal	TM09	Re
Ally	TM10	Die
rmal	TM12	Fai
ermal	TM19	Iro
irmal	TM26	Po
ermal	TM27	
	TM36	Th
	TM38	
	TM51	RE
	TM52	
	TM55	
		-

Normal	Physical	70	100	15	Normal
Normal	Status	-	_	20	1 Ally
Psychic	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Psychic	Status	-	-	20	Your Side
Ground	Physical	80	100	10	Normal
Normal	Physical	70	100	20	Normal
Stool	Physical	100	75	15	Normal
Poison	Physical	80	100	20	Normal
Poison	Status	_	90	10	Normal
Electric	Special	90	100	15	Normal
Electric	Special	110	70	10	Normal
lce	Special	110	70	5	Many Others
Poison	Special	90	100	10	Normal
loe	Special	90	100	10	Normal







POKÉMON EXPRESSIONS









Pemale only



HS

PECIES	STRENGT
P	
TTACK	ALC: UNK
EFENSE	
P. ATK	

SP. DEF

SPEED

POK	ÉDE)	ENT	RY	
When	restin	g deep	in its	burrow
its ba				This is

DAMAGE IA	AKEN IN DALLE
① ×1	() ×1
○ ×1	○ ×0.5
	-

When resting deep in its burrow,
its barbs always retract. This is
proof that it is relaxed.

(3)	×1	0	×1	
0	×0.5	0	×1	

-		-		
0	×2	0	×0.5	

MAIN WAY TO OBTAIN

Catch one when it appears on Route 9 or Route 10 (North), or more commonly on Route 23 (South). Or obtain a Nidoran ♀, then level it up to Lv. 16 or higher to evolve it into Nidorina.





LEVEL-UP MOVES



Nidorina





1	Growl	Normal	Status	-	100	40	Many Others
1	Poison Sting	Poison	Physical	15	100	35	Normal
1	Scratch	Normal	Physical	40	100	35	Normal
1	Tail Whip	Normal	Status	-	100	30	Many Others
3	Tail Whip	Normal	Status	_	100	30	Many Others
6	Poison Sting	Poison	Physical	15	100	35	Normal
9	Double Kick	Fighting	Physical	30	100	30	Normal
12	Bite	Dark		60	100	25	Normal
15		Normal	Status	_	-	20	1 Ally
23		Poison	Status	_	90	10	Normal
31	Fury Swipes	Normal	Physical	18	80	15	Normal
	Counch	Dark	Physical		100	15	Normal
47	super rang	reatition	rilysical	-	10	10	Homman
47	Super Fang	Normal	Physical	-	90	10	Normal

isr	Status	_	100	30	Many Others	
20	Physical	15	100	35	Normal	
ina	Physical	30	100	30	Normal	
ing k	Physical	60	100	25	Normal	
lar	Status	_	_	20	1Ally	
00	Status	_	90	10	Normal	
	Physical	18	80	15	Normal	
nal k	Physical	80	100	15	Normal	
nal	Physical	-	90	10	Normal	
101	riiysicai		20	10	HOME	

IM MUVES						
TM01	Headbutt	Normal				
	Helping Hand	Normal				
TM05		Psychic				
	Protect	Normal				
	Substitute	Normal				
	Reflect	Psychic				
TM10		Ground				
	Facade	Normal				
	Iron Tail	Steel				
TM26	Poison Jab	Poison				
TM27		Polson				
	Thunderbolt	Electric				
	Thunder	Electric				
	Blizzard	Ice				
	Sludge Bomb	Poison				
TMSS	Ice Beam	Ice				

Substitute	Normal	Status	-	-	10	Self
Reflect	Psychic	Status	-	-	20	Your Sid
Dig	Ground	Physical	80	100	10	Norma
Facade	Normal	Physical	70	100	20	Norma
Iron Tail	Steel			75		Norma
Poison Jab	Poison		80	100	20	Normal
Toxic	Polson	Status	_	90	10	Norma
Thunderbolt	Electric	Special		100	15	Norma
Thunder	Electric	Special		70	10	Norma
Blizzard	Ice	Special		70	5	Many Oth
Sludge Bomb	Poison	Special	90	100	10	Norma
Ice Beam	Ice	Special		100		Norma







Nidoqueen





Average height: 4'03"

SPECIES STRENGTHS



SP. ATK

















MAIN WAY TO OBTAIN

Catch one when it appears on Route 23 (South). Or obtain a Nidorina, then use a Moon Stone on it to evolve it into Nidoqueen.





lv 16

Nidorina



Use Moon Stone



LEVEL-UP MOVES TM MOVES







85 --15 40 --120 100 100 100 100 55 100 100 20 40 35 35 20 30 5 Grawl Poison Sting

Normal Physical 85 100 15

1909 nellect 1910 pg 1911 pg 1912 pg 1913 pg 1913 pg 1914 pg 1 TM48 Hyper Bearn TM49 Superpower TM51 Bilizzard TM52 Sludge Bomb TM55 Ice Bearn TM56 Stealth Rock TM57 Pay Day TM58 Drill Run







Nidoran ♂







Male only



DAMAGE TAKEN IN BATTLES

PECIES	STRENGTH
,	SOR.
TACK	-
FENSE	100

AT DI SP. ATK SP. DEF COEED

H

POKÉDEX ENTRY

Its large ears are always kept upright. If it senses danger, it will attack with a poisonous sting.

×0.5

MAIN WAY TO OBTAIN

Catch one when it appears on Route 22, Route 9, or elsewhere.





Nidoran o

LEVEL-UP MOVES

Lv. 16



Nidorino



30 35 30 35 30 25 20 10 20 5 100 100 100 100 90 85 100 Peck 35 15 30 65 — 15 80 Peck
Focus Energy
Poison Sting
Double Kick
Horn Attack
Helping Hanc
Toxic
Fury Attack



TM MOVES

Substitut Reflect Dig Facade Iron Tail Poison Ja Toxic Thundert Thunder TM10 TM12 TM19 TM26 TM27 TM36 TM38







Nidorino



SPECIES STRENGTHS

HP	12.22
ATTACK	
DEFENSE	100
SP. ATK	No. of Lot, House, etc., in case of
SP. DEF	ALC: NAME

POKÉDEX ENTRY Its horn contains venom. If it stabs an enemy with the horn, the impact makes the poison leak out.

(×1







×0.5

MAIN WAY TO OBTAIN

Catch one when it appears on Route 9 or Route 10 (North), or more commonly on Route 23 (South). Or obtain a Nidoran 37, then level it up to Lv. 16 or higher to evolve it into Nidorino.











Nidoran ♂



Name and Address of the Owner, where	8 L	EVEL-UP MO	VES					
KÉMON	LV.							
RESSIONS	1	Focus Energy	Normal	Status	_	_	30	Self
HESSIGIAS	1	Leer	Normal	Status	-	100	30	Many Other
mmv	1	Peck	Flying	Physical	35	100	35	Normal
PPY	- 1	Poison Sting	Poison	Physical	15	100	35	Normal
	3	Focus Energy	Normal	Status	-	-	30	Self
	6	Poison Sting	Poison	Physical	15	100	35	Normal
	9	Double Kick	Fighting	Physical	30	100	30	Normal
	12	Horn Attack	Normal	Physical	65	100	25	Normal
A STATE OF THE PARTY OF THE PAR	15	Helping Hand	Normal	Status	-	-	20	1 Ally
2	23	Toxic	Poison	Status	-	90	10	Normal
	31	Fury Attack	Normal	Physical	15	85	20	Normal
-	39	Poison Jab	Poison	Physical	80	100	20	Normal
ULLADDV	47	Horn Drill	Normal	Physical	-	30	5	Normal
MINALL								

TM01	Headbutt	- 7
TM03	Helping Hand	E A
TM05	Rest	- 7
TM07	Protect	- 11
TM08	Substitute	- 0
TM09	Reflect	38
TM10	Dig	- 3
	Facade	- 9
TM19	Iron Tail	
TM26	Poison Jab	
TM27	Toxic	

TM MOVES

Normal	Status	-	_	20	1 Ally
Psychic	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Psychic	Status	-	-	20	Your Side
Ground	Physical	80	100	10	Normal
Normal	Physical	70	100	20	Normal
Steel	Physical	100	75	15	Normal
Poison	Physical	80	100	20	Normal
Poison	Status	-	90	10	Normal
Electric	Special	90	100	15	Normal
Electric	Special	110	70	10	Normal
Ice	Special	110	70	5	Marry Others
Poison	Special	90	100	10	Normal
loe	Special	90	100	10	Normal
Ground	Dispiral	an	20	10	Mormal



HA











Male only



SPECIES STRENGTHS

HP ATTACK DEFENSE SP. ATK SP. DEF

SPEED

POKÉDEX ENTRY Its steel-like hide adds to its powerful tackle. Its horns are so hard, they can pierce a diamond.

MAIN WAY TO OBTAIN

Catch one when it appears on Route 23 (South). Or obtain a Nidorino, then use a Moon Stone on it to evolve it into Nidoking.





Nidoran &

Lv. 16

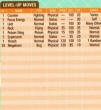


TM MOVES



Nidoking





TM09 Reflect TM10 Dig TM12 Facade TM13 Brick Breat TM15 Seismic Toss TM17 Dragon Tail TM19 Iron Tail TM22 Rock Slide TM22 Rock Slide TM23 Thunder Punch TM26 Poison Jab TM27 Toxic TM31 Fire Punch TM34 Dragon Pulse TM35 Ice Punch TM36 Thunderbolt







EVOLUTION MOVES Normal Physical 120 100 10

₩ 210

Clefairy





SPECIES STRENGTHS

HP	SERVE
ATTACK	
DEFENSE	100
SP. ATK	
SP. DEF	SHAW.

DAMAGE TAKEN IN BATTLES

(×1	U	×1
() ×1	0	×1
	×1	6	×O

SPEED



() ×1	O ×1
	@ ×1
(A) ×1	○ ×0.5











MAIN WAY TO OBTAIN

Catch one when it appears in Mt. Moon, especially on B2F.







Use Moon Stone



LEVEL-UP MOVES POKÉMON EXPRESSIONS







4 Defense Curl	Normal	Status	_	-	40	Self
6 Sing	Normal	Status	-	55	15	Normal
10 Minimize	Normal	Status	-	-	10	Self
12 Double Slap	Normal	Physical	15	85	10	Normal
16 Amnesia	Psychic	Status	_	_	20	Self
18 Metronome	Normal	Status	-	-	10	Self
22 Encore	Normal	Status	-	100	5	Normal
24 Body Slam	Normal	Physical	85	100	15	Normal
28 Moonblast	Fairy	Special	95	100	15	Normal
	The same of					

EVOLUTION MOVES

TM01	Headbutt
TM03	Helping Hand
	Teleport
TM05	
TM06	Light Screen
	Protect
	Substitute
	Reflect
TM10	
	Facade
	Brick Break
TM15	Seismic Toss
TM16	Thunder Wave
	Iron Tail
	Thunder Punch
TM27	Toxic
	Tri Attack
	Fire Punch
	Dazzling Gleam
	Calm Mind
	Ice Punch
	Thunderbolt
TM37	Flamethrower
TM38	Thunder
TM40	Psychic
TM43	Shadow Ball

TM MOVES

Fighting	Physical	_	100	20	Ni
Electric	Status	-	90	20	No
Steel	Physical	100	75	15	No
Electric	Physical	75	100	15	No
Poison	Status	_	90	10	No
Normal	Special	80	100	10	No
Fire	Physical	75	100	15	No
Fairy	Special	80	100	10	Many
Psychic	Status	_	_	20	
Ice	Physical	75	100	15	No
Electric	Special	90	100	15	No
Fire	Special	90	100		No
Electric	Special	110	70	10	No
Psychic	Special	90	100	10	No
Ghost	Special	80	100	15	No
Fairy	Physical	90	90	10	No
Grass	Special	200	100	10	No
Fire	Special	110	85	5	No
ke	Special	110		5	Man
ke	Special	90	100	10	N
Rock	Status	_		20	Oth







Clefable













AMAGE TAKEN IN BATTLES SPECIES STRENGTHS

HP ATTACK DEFENSE SP ATK SP. DEF SPEED

×0.5 ×1

POKÉDEX ENTRY

They appear to be very protective of their own world. It is a kind of fairy, rarely seen by people.

O ×0.5 ○ ×2

MAIN WAY TO OBTAIN

Catch one when it appears in Mt. Moon (B2F). Or obtain a Clefairy, then use a Moon Stone on it to evolve it into Clefable.



EVOLUTION



Use Moon Stone





Ц	EVEL-UP MOV	ES					
Ü	NAME	TYPE	KIND				
ı	Defense Curl	Normal	Status	-	-	40	Self
1	Growl	Normal	Status	-	100	40	Many Others
١	Metronome	Normal	Status	-		10	Self
1	Pound	Normal		40	100	35	Normal
1	Sing	Normal	Status	-	55	15	Normal

Normal Status - - 10

EVOLUTION MOVES

	Headbutt	Non
TM03	Helping Hand	Nor
TM04	Teleport	Psy
TM05	Rest	Psy
	Light Screen	Psy
TM07	Protect	No
	Substitute	No
	Reflect	Psy
TM10		Gro
	Facade	No
	Brick Break	Figh
	Seismic Toss	Figh
TM16	Thunder Wave	Ele
	Iron Tail	St
	Thunder Punch	Ele
TM27		Poi
	Tri Attack	No
TM31	Fire Punch	F
	Dazzling Gleam	Fi
	Calm Mind	Psy
	Ice Punch	1
TM36	Thunderbolt	Ele
	Flamethrower	F
	Thunder	Ele
	Psychic	Psy
	Shadow Ball	G
	Disu Rough	

TM MOVES

lse	Physical	70	100	15	Normal	
had	Status	-	_	20	1 Ally	
hic	Status	_	_	20	Self	
hic	Status	-	_	10	Self	
Nic	Status	Ξ	111111	30	Your Side	
nal	Status	-	-	10	Self	
nal	Status	-	-	10	Self	
hic	Status	-	-	20	Your Side	
nd	Physical	80	100	10	Normal	
lsn	Physical	70	100	20	Normal	
ing	Physical	75	100	15	Normal	
ing	Physical	_	100	20	Normal	
tric	Status	_	90	20	Normal	
el .	Physical	100	75	15	Normal	
tric	Physical	75	100	15	Normal	
on	Status	2	90	10	Normal	
nal	Special	80		10	Normal	
•	Physical		100	15	Normal	
ry	Special			10	Many Others	
tic	Status	_		20	Self	
	Physical	75	100	15	Normal	
tric	Special	90	100	15	Normal	
	Special	90	100	15	Normal	
tric	Special		70	10	Normal	
hic	Special		100	10	Normal	
ost	Special	80	100	15	Normal	
ry	Physical		90			
155	Special	200	100	10		
e	Special	110	85		Normal	
lea	Concin	150	90	5	Mormal	











SPECIES STRENGTHS



POKÉDEX ENTRY Both its fur and its tails are beautiful. As it grows, the tails split and form more tails.





0 ×1

DAMAGE TAKEN IN BATTLES

×0.5



MAIN WAY TO OBTAIN

Obtain one in a trade if you are playing Pokémon: Let's Go, Pikachu!, as it does not appear in that game. Catch one when it appears on Route 5, Route 6, or elsewhere in Pokémon: Let's Go. Eevee!





EVOLUTION



Use Fire Stone

TM MOVES



POKÉMON EXPRESSIONS



- 80	10	0
ΔE	14	(
	17	N
20	21	F
-	24	F
- 1	28	-
	31	F
- 1		
-1		





•	
	EVOLUTION MOVE
	AND SHOULD SHOULD BE

EL-UP MO	VES					
NAME	TYPE	KIND		ACC	10	RANGE
ckie	Normal	Physical	40	100	35	Normal
di Whip	Normal	Status	_	100	30	Many Other
nber	Fire	Special	40	100	25	Normal
iick Attack	Normal	Physical	40	100	30	Normal
onfuse Ray	Ghost	Status	-	100	10	Normal
II-O-Wisp	Fire	Status	-	85	15	Normal
e Spin	Fire	Special	35	85	15	Normal
amethrower	Fire	Special	90	100	15	Normal
ar	Normal	Status	-	-	20	Normal
e Blast	Fire	Special	110	85	5	Normal

Normal	TM
tany Others	TM
Normal	TM
	TM
	TM

TIM01	Headbutt	N
TM05	Rest	P
TM07	Protect	N
TM08	Substitute	N
TM09	Reflect	P
TM10	Dia	G
TM11	WII-O-Wisp	
TM12	Facade	N
TM19	Iron Tail	100
TM20	Dark Pulse	
TM21	Foul Play	
TM27		P
TM37	Flamethrower	
	Fire Blast	

Normal	Physical	70	100	15	Normal
Psychic	Status	-	-	10	Self
Normal	Status	-	_	10	Self
Normal	Status	-	-	10	Self
Psychic	Status	-	-	20	Your Side
Ground	Physical	80	100	10	Normal
Fire	Status	-	85	15	Normal
Normal	Physical	70	100	20	Normal
Steel	Physical	100	75	15	Normal
Dark	Special	80	100	15	Normal
Dark	Physical	95	100	15	Normal
Poison	Status	-	90	10	Normal
Fire	Special	90	100	15	Normal
lina .	Special	110	85	5	Normal















ALOLA FORM





SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP. DEF SPEED

POKÉDEX ENTRY

It looks like snow come to life. and the breath it exhales is -58 degrees Fahrenheit. Another name for it is Keokeo.

MAIN WAY TO OBTAIN

Obtain one in a trade if you are playing Pokémon: Let's Go, Pikachu!, as it does not appear in that game. Trade a Vulpix for one in the Pokémon Center in Celadon City (p. 62) in Pokémon: Let's Go, Eevee!



EVOLUTION





TM MOVES

Alolan Ninetales





	300	16AME								
ı	TM01	Headbutt	Normal	Physical	70	100	15	Normal		
	TM05	Rest	Psychic	Status	-	-	10	Self		
	TM07	Protect	Normal	Status	_	-	10	Self		
	TM08	Substitute	Normal		-	-	10	Self		
	TIM09	Reflect	Psychic	Status	-	-	20	Your Side		
	TM10	Dig	Ground	Physical	80	100	10	Normal		
	TM12	Facade	Normal	Physical	70	100	20	Normal		
	TM19	Iron Tail	Steel	Physical	100	75	15	Normal		
	TM20	Dark Pulse	Dark	Special	80	100	15	Normal		
	TM21	Foul Play	Dark	Physical	95	100	15	Normal		
	TM27	Toxic	Poison	Status	-	90	10	Normal		
	TM32	Dazzling Gleam	Fairy	Special	80	100	10	Many Other		
		Blizzard	lce	Special	110	70	5	Many Other		
	TM55	Ice Beam	Ice	Special	90	100	10	Normal		





Same form for male/female Same for male/fem



SPECIES STRENGTHS







POKÉDEX ENTRY





MAIN WAY TO OBTAIN

Catch one when it appears on Route 7 or Route 8 in Pokémon: Let's Go. Fevee! Or obtain a Vuloix. then use a Fire Stone on it to evolve it into Ninetales.

According to an enduring legend, nine noble saints were united and reincarnated as this Pokémon.









POKÉMON EXPRESSIONS





Ember	Fire	Special	40	100	25	Normal
Hypnosis	Psychic	Stanus	-	60	20	Normal
Nasty Plot	Dark	Status	-	-	20	Self
Ouick Attack	Normal	Physical	40	100	30	Normal
Tackle	Normal	Physical	40	100	35	Normal
Tail Whip	Normal	Status	-	100		Many Otho

Self	TM07
Normal	TIMOE
Normal	TIMOS
Many Others	TM10
	TM11
	TM12
	TM19
	TM20
	TM21
	TM27
	TM33
	TM32
	TM45
	TM46
	TM48
	TM59

	Normal	Physical	70	100	15	14
	Psychic	Status		-	10	
	Normal	Status		-		
	Normal	Status	-	-	10	
	Psychic	Status	_	-	20	You
	Ground	Physical	80	100	10	N
	Fire	Status	_	85	15	14
	Normal	Physical		100		N
	Steel	Physical	100	75	15	N
	Dark	Special				N
	Dark	Physical	95	100	15	N
	Poison	Status	-	90	10	N
	Psychic	Status	-	-	20	
er .	Fire	Special	90	100	15	N
	Grass	Special	200	100	10	14
	Fire	Special	110	85	5	N
	Normal	Special	150	90	5	14
	Psychic	Special	100	100	15	14







LEVEL-UP MOVES













3 Q | Same form for male/female



SPECIES	STRENGTH
HP	
ATTACK	NAME OF TAXABLE PARTY.
DEFENSE	THE REAL PROPERTY.
OD ATK	

POKÉDEX ENTRY

SP. DEF SPEED

It lives on mountains perpetually covered in snow and is revered as a deity incarnate. It appears draped in a blizzard.

>0.5 O ×0.5

MAIN WAY TO OBTAIN

Obtain an Alolan Vulpix, then use an Ice Stone on it to evolve it into Alolan Ninetales.





 $\rightarrow \rightarrow \rightarrow$



TM MOVES

Alolan Ninetales



	EVEL-UP MO	1150				_	
1	Hypnosis	Psychic	Status	-	60	20	Normal
1	Ice Shard	lce	Physical	40	100	30	Normal
1	Mist	Ice	Status	-	-	30	Your Side
1	Nasty Plot	Dark	Status	-	-	20	Self
1	Tackle	Normal	Physical	40	100	35	Normal
1	Tail Whip	Normal	Status	-	100	30	Many Other
-	-	-					
Ε	VOLUTION I	MOVES					
	KIME	1995	KND		ACC		RANGE

TM05 Rest TM07 Protect TM08 Substitute TM09 Reflect TM10 Dig TM12 Facade TM19 Iron Tail TM20 Dark Pulse TM21 Foul Play TM27 Toxic TM22 Toxic cal 80 cal 70 cal 100 ial 80 cal 95 is — ial 150 ial 110 ial 90 ial 90 TM27 Icox. TM32 Dazzling GI TM33 Calm Mind TM48 Hyper Beat TM51 Blizzard 90 70 100







Jigglypuff





SPECIES STRENGTHS

HP	100000
ATTACK	and a
DEFENSE	
SP. ATK	

SPEED **POKÉDEX ENTRY** Uses its cute round eves to enrapture its foe. It then sings a pleasing melody that lulls the

foe to sleep.

DAMAGE TAKEN IN BATTLES

0 ×1	(3) ×1
x1	○ ×0.5



MAIN WAY TO OBTAIN Catch one when it appears on

Route 5, Route 6, or elsewhere.







Use Moon Stone



LEVEL-UP MOVES POKÉMON EXPRESSIONS 1 Sing Normal Status — 55 15 4 Pound Normal Physical 40 100 35 6 Defense Curl Normal Status — 40





12 16 18 22 24	Bide Double Slap Disable Rest Body Slam Mimic	Normal Normal Normal Psychic Normal	Physical Status Status Physical Status	- 85	85 100 100	10 10 20 10 15 10	Self Noma Noma Self Noma Noma
	Double-Edge	Normal	Physical		100	15	Noma

	Headbutt
TM03	Helping Hand
TM04	Teleport
TM05	Rest
TM06	Light Screen
	Protect
TMOS	Substitute
TMO9	Reflect
TM10	Dia
TM12	Facade
	Brick Break
	Seismic Toss
	Thunder Wave
	Thunder Punch
TM27	
	Tri Attack
	Fire Punch
	Dazzling Gleam
TMOC	Ice Punch
	Thunderbolt
	Flamethrower
	Thunder
TM40	
TM43	Shadow Ball

TM MOVES

	Normal	Status	-	-	10	Self
	Normal	Status	_	-	10	Self
	Psychic	Status	-	-	20	Your Sic
	Ground	Physical	80	100	10	Norma
	Normal	Physical	70	100	20	Norma
	Fighting	Physical	75	100	15	Norma
is	Fighting	Physical	_	100	20	Norma
and.	Electric	Status	-	90	20	Norma
anch	Bectric	Physical	75	100	15	Norma
	Poison	Status		90	10	Norma
	Nomal	Special	80	100	10	Norma
	Fire	Physical	75	100	15	Norma
kam	Fairy	Special	80	100	10	Marry Oth
	ke	Physical	75	100	15	Norma
lt .	Electric	Special	90	100	15	Norma
ver	Fire	Special	90	100	15	Norma
	Electric	Special	110	70	10	Norma
	Psychic	Special	90	100	10	Norma
all .	Ghost	Special	80	100	15	Norma
1	Fairy	Physical.	90	90	10	Norma
1	Grass	Special	200	100	10	Norma
	Fire	Special	110	85	5	Norma
	Ice	Special	110	70	5	Many Oti
	Ice	Special	90	100	10	Norma
dk	Rock	Status	=	-	20	Other Si
er	Psychic	Special	100	100	15	Norma
	,					







Wigglytuff









SPECIES STRENGTHS

HP ATTACK

DEFENSE SP. ATK SP. DEF SPEED

POKÉDEX ENTRY

Its body is very elastic. By inhaling deeply, it can continue to inflate itself without limit.

×0.5 O × 0.5

MAIN WAY TO OBTAIN

Obtain a Jigglypuff, then use a Moon Stone on it to evolve it into Wigglytuff.



×2



Use Moon Stone

Jiaalypuff

LEVEL-UP MOVES



Wigglytuff





Physical — Status — Physical 40 100 EVOLUTION MOVES

TM03 Helping Har TM04 Teleport TM05 Rest TM06 Light Screer TM07 Protect TM08 Substitute 1809 Mellect
1811 Dip
1811 Dip
1811 Dip
1811 Dip
1812 Fedade
1813 Brick Break
1813 Scike Break
1813 Scike Break
1814 Science 1814 Science
1802 Mindfer Funch
1802 Mindfer Funch
1802 Mindfer Funch
1803 Experience
1803 Experience
1803 Experience
1803 Experience
1804 Break
1804 Break
1804 Break
1804 Break
1805 Science
1804 Break
1805 Science
180







Zubat





SPECIES STRENGTHS	DAMAGE TAKEN IN BATT
HP	○ x1

SPECIES STRENGTHS	DAMAGE TAKEN IN BATTI
HP SSS	⊚ ×1

DEFENSE SP. ATK SP DEF

SPEED 🕢 ×0.25 🙆 ×2 **POKÉDEX**

POKÉDEX ENTRY	○ ×2 ○ ×1	
Emits ultrasonic cries while it flies. They act as a sonar used to		
check for objects in its way.	×0.25 ×1	
	○ ×0.5 ○ ×1	

MAIN WAY TO OBTAIN

Catch one when it appears in Mt. Moon, in the Rock Tunnel, or elsewhere.











POKÉMON EXPRESSIONS

VHAPPY	
ATTACKING	

1 Superavisic Normal Status — 55 20 Normal Status — 44 Wing Attack Hyling Physical 60 100 25 Normal Status — 50 100 25 Normal Status — 100 100 Normal Status — 90	ì	U	EVEL-UP MO	IVES					
1 Superarisic Normal Status - 55 20 Morral 9 Bite Dark Physical 60 100 25 Normal 9 Bite Dark Physical 60 100 25 Normal 17 South Normal Special 60 - 20 Many Oth 17 Contace Bay Chotst Status - 100 10 Normal 20 Haze Le Status - 100 10 Normal 25 Leech Life Bay Physical 80 100 10 Normal 28 Toxic Poison Status - 90 10 Normal	8	W.	NAME	TYPE	KUND				
4 Wing Attack Hyling Physical 60 100 35 Norms 9 Bite Durk Physical 60 100 25 Norms 17 Corthoc Ray Ghost Status — 100 10 Norms 20 Haze loe Status — 30 Borth 55 55 Leech Ufe Bug Physical 80 100 10 Norms 28 Touck Poison Status — 90 10 Norms			Absorb	Grass	Special	40	100		Normal
9 Bite Dark Physical 80 100 25 Norma 12 Swith Normal Special 60 — 20 Many Ort 17 Cerduse Ray Ghest Status — 100 10 Norma 20 Haze Lee Status — 30 Both 536 25 Leech Life Bug Physical 80 100 10 Norma 28 Toxic Poison Status — 90 10 Norma		1	Supersonic	Normal	Status	-	55	20	Normal
12 Swift Normal Special 60 — 20 Marry 0th 17 Confuse Ray Ghost Status — 100 10 Normal 20 Haze (se Status — 30 Both Sid 55 Leech Ufe Bug Physical 80 100 10 Normal 28 Toxic Polson Status — 90 10 Normal 10			Wing Attack	Flying	Physical		100		Normal
17 Corhuse Ray Ghost Status — 100 10 Norma 20 Haze ke Status — 30 Both Sid 25 Leech Life Bug Physical 80 100 10 Norma 28 Toxic Poison Status — 90 10 Norma		9	Bite	Dark	Physical	60	100	25	Normal
20 Haze loe Status — 30 Both Sid 25 Leech Life Bug Physical 80 100 10 Norma 28 Toxic Poison Status — 90 10 Norma		12	Swift	Normal	Special	60			Marry Others
20 Haze Ice Status — 30 Both Sid 25 Leech Life Bug Physical 80 100 10 Norma 28 Toxic Poison Status — 90 10 Norma		17	Confuse Ray	Ghost	Status	-	100	10	Normal
28 Toxic Poison Status — 90 10 Norma		20	Haze	lce	Status	-	-	30	Both Sides
		25	Leech Life	Bug	Physical	80	100		Normal
33 Air Slash Plyfing Special 75 95 15 Norma		28	Toxic	Poison	Status	_	90	10	Normal
		33	Air Slash	Flying	Special	75	95	15	Normal
				-	A COLUMN				

EVOLUTION MOVES

	Headbutt
TM02	
TM05	
TM07	Protect
	Substitute
	Facade
TM14	
	U-turn
TM27	
	Shadow Balli
TMSO	Roost
TM52	Sludge Bomb
TM53	Mega Drain

TM MOVES

Normal	Physical	70	100	15	Normal
Dark	Status	-	100	20	Normal
Psychic	Status	_	-	10	Self
Normal	Status	_	-	10	Self
Nomal	Status	_	-	10	Self
Normal	Physical	70	100	20	Normal
Flying	Physical	90	95	15	Normal
Bun	Physical	70	100	20	Normal
Poison	Status	-	90	10	Normal
Ghost	Special	80	100	15	Normal
Flying	Status	_	_	10	Self
Poison	Special	90	100	10	Normal
Grass	Special	75	100	10	Normal
	The same of				





Golbat







The female has smaller fangs than the male.



₹ 7	9	-
SPECIES STRENG	THS	DAMAGE TAI
TTACK		9

SP. DEF SPEED POKÉDEX ENTRY

DEFENSE SP. ATK

It attacks in a stealthy manner, without warning, Its sharp fangs are used to bite and to suck blood.

(×1

> 0.25

(A) × 0.5

MAIN WAY TO OBTAIN

Catch one when it appears in the Rock Tunnel, in the Seafoam Islands, or elsewhere. Or obtain a Zubat, then level it up to Lv. 22 or higher to evolve it into Golbat.





Lv. 22



Zubat

Golbat



15 20 10 10 10 20 15 20 10 15 5 10 70 90 70 80 150 90 100 95 100 90 100 90 -













Average height: 1'08"

SPECIES STRENGTHS



1 1 1 x2

DAMAGE TA	CEN IN BATTLES
① ×1	(×2
⊘ ×2	
○ ×0.5	① ×1



×0.25

MAIN WAY TO OBTAIN

Catch one when it appears on Route 1, Route 2, or elsewhere in Pokémon: Let's Go, Pikachu! Obtain one in a trade if you are playing Pokémon: Let's Go, Eevee!, as it does not appear in that game.



Oddish





LEVEL-UP MOVES

EVOLUTION MOVES

Lv. 21

Gloom



POKÉMON EXPRESSIONS





T/	CH	ON	a
d	ě.	b	ď
*	-		
	7		

dbutt	ħ
	-
ect	1
titute	h
ect	-
ide	1
c	- 1
ding Gleam	
r Beam	

Normal	Physical	71
Psychic	Status	-
Normal	Status	-
Normal	Status	-
Psychic	Status	-
Normal	Physical	71
Poison	Status	-
Poison	Status	-
Poison Fairy	Status Special	8









Gloom







The female has one large spot per petal, while the male has multiple small spots.







×2

THS

SPECIES	STRENG
HP .	2000
ATTACK	REPR.
DEFENSE	COLUMN TWO
SP. ATK	
SP. DEF	

0	×1	C
0	×2	0

POKÉDEX ENTRY

Smells incredibly foul! However, around one out of a thousand people enjoy sniffing its nosebending stink.

w	^0.23	w	^ "	
Q	×0.5	0	×1	
-		0		



MAIN WAY TO OBTAIN

Catch one when it appears on Route 12. Route 13, or elsewhere in Pokémon: Let's Go, Pikachu! Or obtain an Oddish, then level it up to Lv. 21 or higher to evolve it into Gloom.



EVOLUTION



LEVEL-UP MOVES



Gloom



Vileplume



	1	Acid	P
	1	Growth	Pi No
	1	Poison Powder	P
	4	Growth	N
	8	Acid	P
	12	Poison Powder	P
	13	Stun Spore	(
	14	Sleep Powder	P .
	18	Razor Leaf	(
	27	Mega Drain	(
-		Toxic	
	45	Moonblast	. 1
)			

1	Acid	Poison	Special	40	100	
1	Growth	Normal	Status	-	-	
1	Poison Powder	Poison	Status	-	75	
4	Growth	Normal	Status	-	-	
8	Acid	Poison	Special	40	100	
12	Poison Powder	Poison	Status	-	75	
13	Stun Spore	Grass	Status	-	75	
14	Sleep Powder	Grass	Status	-	75	
18	Razor Leaf	Grass	Physical	55		
27	Mega Drain	Grass	Special	75	100	
	Toxic	Poison	Status	-	90	
45	Moonblast	Fairy	Special	95	100	
		The same of				

Absorb	Grass	Special	40	100	15	Normal	
Acid	Poison	Special	40	100	30	Many Others	
Growth	Normal	Status	-	-	20	Self	
Poison Powder	Poison	Status	-	75	35	Normal	
Growth	Normal	Status	-	-	20	Self	
Acid	Poison	Special	40	100	30	Many Others	
Poison Powder	Poison	Status	-	75	35	Normal	
Stun Spore	Grass	Status	-	75	30	Normal	
Sleep Powder	Grass	Status	-	75	15	Normal	
Razor Leaf	Grass	Physical	55	95	25	Many Others	
Mega Drain	Grass	Special	75	100	10	Normal	
Toxic	Poison	Status	-	90	10	Normal	
Moonblast	Fairy	Special	95	100	15	Normal	
	2000						

Normal	TM01
any Others	TM05
Self	TM07
Normal	TM08
Self	TM09
any Others	TM12
Normal	TM27
Normal	TM32
Normal	TM45
any Others	TM52
Normal	TM53
Normal	
Normal	

а	MUNES						
n	Headbutt	Normal	Physical	70	100	15	
15	Rest	Psychic	Status	-	_	10	
ñ	Protect	Normal	Status	-	-	10	
18	Substitute	Normal	Status	-	-	10	
9	Reflect	Psychic			-	20	
2	Facade	Normal	Physical	70		20	
7	Toxic	Poison	Status	-	90	10	
12	Dazzling Gleam	Fairy	Special	80	100	10	
15	Solar Beam	Grass	Special	200	100	10	
	Sludge Bomb	Poison	Special	90	100	10	
	Mega Drain	Grass	Special	75	100	10	

Use Leaf Stone











SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP. DEF SPEED

POKÉDEX ENTRY

Flaps its broad flower petals to scatter its poisonous pollen. The flapping sound is very loud.

MAIN WAY TO OBTAIN

Catch one when it appears on Route 21 in Pokémon: Let's Go, Pikachu! Or obtain a Gloom, then use a Leaf Stone on it to evolve it into Vileplume.





EVOLUTION

Oddish

LEVEL-UP MOVES

Lv. 21

Gloom













Paras







♂ ♀ Same form for male/female



THS

PEUIES	SINENU
P	NAME OF TAXABLE
TTACK	
EFENSE	-
P. ATK	STATE OF THE PARTY.
P DEE	-

н A D

SPEED

Burrows under the ground to gnaw on tree roots. The mushrooms on its back absorb

POKÉDEX ENTRY

most of the nutrition.

×0.25

MAIN WAY TO OBTAIN

Catch one when it appears in Mt. Moon.



EVOLUTION





Paras

Parasect



(63)	19336							
M01	Headbutt	Normal	Physical	70	100	15	Normal	
MOS	Rest	Psychic	Status	-	-	10	Self	
M06	Light Screen	Psychic	Status	-	-	30	Your Side	
	Protect	Normal	Status	_	-	10	Self	
	Substitute	Normal	Status	-	-	10	Self	
M09	Reflect	Psychic	Status	-	-	20	Your Side	
M10	Dia	Ground	Physical	80	100	10	Normal	
	Facade	Normal	Physical	70	100	20	Normal	
M13	Brick Break	Fighting	Physical	75	100	15	Normal	
	X-Scissor	Bug	Physical	80	100	15	Normal	
	Toxic	Poison	Status	_	90	10	Normal	
	Solar Beam	Grass	Special	200	100	10	Normal	
	Sludge Bomb	Poison	Special		100	10	Normal	
	Mega Drain	Grass	Special	75	100	10	Normal	







Average weight: 65.0 lbs.





Average height: 3'03"

SPECIES STRENGTHS

HP ATTACK DEFENSE SP. ATK SP. DEF SPEED

POKÉDEX ENTRY

by the mushroom on its back. The mushroom appears to do all the thinking.

DAMAGE TAKEN IN BATTLES

×0.25

The bug host is drained of energy

MAIN WAY TO OBTAIN Obtain a Paras, then level it up to Lv. 24 or higher to evolve it into Parasect.













POKÉMON EXPRESSIONS

9	=		-	_
(ACI	(IN	G	
	£	7	1	•

	1	Leech Seed	Grass	Status	-	90	10	Normal
	1	Poison Powder	Poison	Status	-	75	35	Normal
	1	Scratch	Normal	Physical	40	100	35	Normal
	1	Screech	Normal	Status	-	85	40	Normal
	1	Sleep Powder	Grass	Status	-	75	15	Normal
	1	Stun Spore	Grass	Status	-	75	30	Normal
	2	Sleep Powder	Grass	Status	-	75	15	Normal
	4	Stun Spore	Grass	Status	-	75	30	Normal
	6	Poison Powder	Paison	Status	-	75	35	Normal
	9	Absorb	Grass	Special	40	100	15	Normal
	12	Growth	Normal	Status	-	-	20	Self
	15	Fury Swipes	Normal	Physical	18	80	15	Normal
	19	Slash	Normal	Physical	70	100	20	Normal
	23	Leech Life	Bug	Physical	80	100	10	Normal
	33	Spore	Grass	Status	-	100	15	Normal
	43	X-Scissor	Bug	Physical	80	100	15	Normal
ū								
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ı								
١								

LEVEL-UP MOVES

I IM	MOVES					
500	154865					
TM01	Headbutt	Normal	Ph			
TM05	Rest	Psychic	SI			
	Light Screen	Psychic	SI			
TM07	Protect	Normal	SI			
TM08	Substitute	Normal	S			
TM09	Reflect	Psychic	S			
TM10	Dia	Ground	Ph			
TM12	Facade	Normal	Ph			
TM13	Brick Break	Fighting	Ph			
	X-Scissor	Bug	Ph			
TM27	Toxic	Poison	S			
TM45	Solar Beam	Grass	St			
TM48	Hyper Beam	Normal	Sp			
	Sludge Bomb	Poison	St			
TM53	Mega Drain	Grass	St			

rsical	70	100	15	Normal
3005	-	-	10	Self
abus	-	-	30	Your Side
atus	-	-	10	Self
atus	-	-	10	Self
atus	-	-	20	Your Side
rsical	80	100	10	Normal
skal	70	100	20	Normal
	75	100	15	Normal
skal	80	100	15	Normal
39us	_	90	10	Normal
ecial	200	100	10	Normal
ecial	150	90	5	Normal
ecial	90	100	10	Normal
arial	75	100	10	Mormal











♂ ♀ | Same form for male/female



SPECIES STRENGTHS

HP	STREET, STREET,
ATTACK	0100
DEFENSE	100
SP. ATK	STATE OF THE PARTY.

- 0	^2	9	^2
0	×1	0	×0.5
0	×0.25	0	×2

DAMAGE TAKEN IN BATTLES

POKÉDEX ENTRY

SPEED

Its large eyes act as radar. In a bright place, you can see that they are clusters of many tiny eyes.



MAIN WAY TO OBTAIN

Catch one when it appears on Route 24, Route 25, or elsewhere.









Venomoth



1	Tackle	Normal	Physical	40
4	Disable	Normal	Status	-
8	Supersonic	Normal	Status	-
	Confusion	Psychic	Special	50
14	Poison Powder	Poison	Status	-
	Stun Spore	Grass	Status	-
20	Psybeam	Psychic	Special	65
24	Sleep Powder	Grass	Status	-
28	Leech Life	802	Physical	80
32	Psychic	Psychic	Special	90
	200			

LEVEL-UP MOVES

Normal	T
Normal	T
Normal	TI
	T

Lv. 31



nal	Physical	70	100	15	Norm
hic	Status	-	-2	10	Set
had	Status	-	-	10	Self
nal	Status	-	-	10	Set
hic	Status	-	-	20	Your S
mal	Physical	70	100	20	Norr
m	Status	-	90	10	Norm
hic	Special	90	100	10	None
55	Special	200	100	10	Norm
	Canadal	000	100	10	Manu













SPECIES STRENGTHS

Same form for male/female

ATTACK DEFENSE SP. ATK SP. DEF SPEED

POKÉDEX ENTRY The powdery scales on its wings are hard to remove from skin.

They also contain poison that leaks out on contact.

(i) ×1

MAIN WAY TO OBTAIN

Catch one when it appears on Route 14 or Route 15. Or obtain a Venonat, then level it up to Lv. 31 or higher to evolve it into Venomoth.







Lv. 31



ové	MON		
XPR	MON	ONS	5
API			a li
	1	4	
UNI	IAPP	Υ	
		0	
SENO?	1	-	-
Ŀ		5	
AT	TAC	KINE	1

1	Agility	Psychic	Status	-	-	30	Si
1	Confusion	Psychic	Special	50	100	25	Non
1	Disable	Normal	Status	-	100	20	Non
1	Gust	Flying	Special	40	100	35	No
1	Screech	Normal	Status	-	85	40	No
1	Supersonic	Normal	Status	-	55	20	No
1	Tackle	Normal	Physical	40	100	35	No
4	Disable	Normal	Status	-	100	20	No
8	Supersonic	Normal	Status	-	55	20	No
12	Confusion	Psychic	Special	50	100	25	No
14	Poison Powder	Poison	Status	-	75	35	No
16	Stun Spore	Grass	Status	_	75	30	No
20	Psybeam	Psychic	Special	65	100	20	No
24	Sleep Powder	Grass	Status	-	75	15	No
28	Leech Life	Bug	Physical	80	100	10	No
37	Psychic	Psychic	Special	90	100	10	No
46	Bug Buzz	Bug	Special	90	100	10	No
55	Quiver Dance	Bug	Status	-	-	20	5

TM01	Headbutt	Normal	Physical	70	100	15	Normal
TM04	Teleport	Psychic	Status	-	-	20	Self
TM05	Rest	Psychic	Status	_	-	10	Self
TM07	Protect	Normal	Status	-	-	10	Self
EM03	Substitute	Normal	Status	-	-	10	Self
TM09	Reflect	Psychic	Status	-	-	20	Your Sid
TM12	Facade	Normal	Physical	70	100	20	Normal
M18	U-turn	Bug	Physical	70	100	20	Normal
TM27	Toxic	Paison	Status	_	90	10	Norma
TMAD	Psychic	Psychic	Special	90	100	10	Norma
TM45	Solar Ream	Grass	Special	200	100	10	Noma
TM48	Hyper Beam	Normal	Special	150	90	5	Norma
TMSO	Roost	Flying	Status	_	_	10	Self
TM52	Sludge Bomb	Poison	Special	90	100	10	Norma
TM53	Mega Drain	Grass	Special	75	100	10	Norma
	Dream Eater	Psychic	Special	100	100	15	Norma



Flying Special 40 100 35 Normal

7/

Diglett











THS

SPECIES	STRENGT
HP	
ATTACK	NAME OF TAXABLE
DEFENSE	-
SP. ATK	SEC.
SP. DEF	mint.

SPEED

POKÉDEX ENTRY It prefers dark places. It spends most of its time underground. though it may pop up in caves.

(×1

×2 ×0

MAIN WAY TO OBTAIN

Catch one when it appears in Diglett's Cave.





Lv. 26





۰	FAFF-OL MO	ALCO MAN					
	NAME	TYPE					
1	Scratch	Normal	Physical	40	100	35	Normal
4	Sand Attack	Ground			100	15	Normal
8	Growl	Normal	Status	-	100	40	Many Othe
2	Agility	Psychic	Status	-	-	30	Self
	Fury Swipes	Normal	Physical	18	80	15	Normal
8	Dig	Ground	Physical	80	100	10	Normal
	Slash	Normal	Physical	70	100	20	Normal
S	Sucker Punch	Dark	Physical	70	100	5	Normal
9	Earthquake	Ground	Physical	100	100	10	All Other
13	Fissure	Ground	Physical	-	30	5	Normal

TM MOVES



nal	Physical	70	100	15	
hic	Status	-	-	10	
lae	Status	-	-	10	
nal	Status	-	-	10	
ind	Physical	80	100	10	
nal	Physical	70	100	20	38
k	Physical	75	90	10	Ma
on	Status	-	90	10	- 0
ind	Physical	100	100	10	A
on	Special		100	10	
k	Status	-	-	20	0









DAMAGE TAKEN IN BATTLES

×0.25

×0.5

×0.5 ×0.5

○ ×0.5 ○ ×0.5 ×0.5 ×0.5

0× (C)

2 ① ×1

(×0

Diglett

→ ♀ | Same form for male/female



SPECIES STRENGTHS

HP	
ATTACK	STATE OF THE PARTY.
DEFENSE	-
SP. ATK	-
SP. DEF	

POKÉDEX ENTRY

SPEED

After living in soil with high iron content for some time, three steel whiskers sprouted from the top of its head.

MAIN WAY TO OBTAIN Trade a Diglett for one in the

Pokémon Center in Lavender Town (p. 57).



ALOLA FORM







POKÉMON EXPRESSIONS

TM01 Headbutt TM05 Rest TM05 Protect TM08 Substitute TM10 Dig TM12 Facade TM22 Rock Slide TM27 Toxic TM41 Earthquake TM52 Sludge Bor

TM MOVES









LEVEL-UP MOVES

Dugtrio







3 9 | Same form for male/female



SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP. DEF

SPEED **POKÉDEX ENTRY**

A team of triplets that can burrow to a depth of 60 miles. It's reported that this triggers an earthquake.

MAIN WAY TO OBTAIN

Catch one when it appears in Diglett's Cave. Or obtain a Diglett, then level it up to Lv. 26 or higher to evolve it into Dugtrio.



EVOLUTION



Lv. 26



Dugtrio

LEVEL-UP MOVES 30 40 15 35 40 10 15 40 30 15 10 20 5 Sand Attack Status Physical Status Special Status Status Status Status Physical Physical Physical Physical Screech Tri Attack Sand Attack Growl 1 Screech 1 Tri Attack 4 Sand Attack 8 Growl 12 Agility 15 Fury Swipes 18 Dig 21 Slash 25 Sucker Puncl 35 Earthquake 45 Fissure

TM MOVES TM01 Headburt
TM05 Rest
TM07 Protect
TM08 Substitute
TM10 Dig
TM12 Focuse
TM22 Rock Silde
TM27 Toxic
TM28 Iri Attack
TM48 Hyper Beam
TM52 Subge Bornb
TM55 Steelth Rock

15 10 10 10 10 20 10 10 10 10 5 10 20 100 100 90 90 100 100 90 100 80 70 75 80 100 150 90









EVOLUTION MOVES

Normal Special 80 100 10 Normal

₩ 230

Dugtrio







SPECIES STRENGTHS

HP	NAME OF
ATTACK	-
DEFENSE	Distance of the last
SP. ATK	SUR.
SP. DEF	CORRE
CDEED	

DAMAGE TAKEN IN BATTLES

0	×0.5	O	×0.5	
0	×2	0	×0.5	
0	×2	0	×0.5	

They're referred to as triplets,
but they're not identical-the
metallic elements in their bodies
differ slightly. The proof shows it
their subjektorel

S			
0	×2	0	×0.5
0	×2	0	×0.5
ā		-	



MAIN WAY TO OBTAIN

Obtain an Alolan Diglett, then level it up to Lv. 26 or higher to evolve it into Alolan Dugtrio.



ALOLA FORM



EVOLUTION



Alolan Diglett



Alolan Dugtrio





4	1	•
	рру	
111/5		
Ý	Name .	
-		
4	An	
1	Å	

EVOLUTION	N MOVE	s
MANUE		m

LEVEL-UP MOVES

Growl
Sand Attack
Scratch
Screech
Til Attack
Sand Attack
Growl
Agility
Fury Swipes
Dig
Slash
Sucker Punch
Earthquake

	TM	MOVES
	195	19488
	TM01	Headbutt
15	TM05	Rest
	TM07	Protect
	TM08	Substitute
	TM10	Dia
	TM12	Facade
	TM22	Rock Slide
79	TM27	

Normal	Physical	70	100	15	Normal
Psychic	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Ground	Physical	80	100	10	Normal
Normal	Physical	70	100	20	Normal
Rock	Physical	75	90	10	Many Others
Poison	Status	-	90	10	Normal
Normal	Special	80	100	10	Normal
Ground	Physical	100	100	10	All Others
Normal	Special	150	90	5	Normal
Poison	Special	90	100	10	Normal
Steel	Special	80	100	10	Normal
Rock	Status	-	-	20	Other Side







Meowth







♂ ♀ | Same form for male/female



THS

SPECIES	STRENGT
HP	NAME OF TAXABLE PARTY.
ATTACK	STATE OF THE PARTY NAMED IN
DEFENSE	
SP. ATK	-
SP. DEF	100
SPEED	

MAGE TAKEN IN BATTLES

POKÉDEX ENTRY

Appears to be more active at night. It loves round and shiny things. It can't stop itself from picking them up.

MAIN WAY TO OBTAIN

Obtain one in a trade if you are playing Pokémon: Let's Go, Pikachu!, as it does not appear in that game. Catch one when it appears on Route 24 or Route 25 in Pokémon: Let's Go, Eevee!





Lv. 28



Persian





EVEL-UP MO	IVES					
NAME	TYPE					
Bite	Dark	Physical	60	100	25	Normal
Fake Out	Normal	Physical	40	100	10	Normal
Growl	Normal	Status	-	100	40	Many Others
Scratch	Normal	Physical	40	100	35	Normal
Bite	Dark	Physical	60	100	25	Normal
Fake Out	Normal	Physical	40	100	10	Normal
Taunt	Dark	Status	-	100	20	Normal
Pay Day	Normal	Physical	40	100	20	Normal
Feint	Normal	Physical	30	100	10	Normal
Fury Swipes	Normal	Physical	18	80	15	Normal
Screech	Normal	Status	-	85	40	Normal
Slash	Normal	Physical	70	100	20	Normal
Nasty Plot	Dark	Status	_	-	20	Self
Play Rough	Fairy	Physical	90	90	10	Normal
May Rough	rary	Physical	90	90	10	Normal

TM01	Headbutt
TM02	Taunt
TM05	Rest
	Protect
TM08	Substitute
TM10	Dig
TM12	Facade
TM18	U-turn
TM19	Iron Tail
	Dark Pulse
TM21	Foul Play
TM27	Toxic
	Thunderbolt
TM38	Thunder
	Shadow Ball
TM44	Play Rough
TRACT	Day Day

TM MOVES

Normal	Physical	70	100	15	Normal
Dark	Status	-	100	20	Normal
Psychic	Status	_	-	10	Self
Normal	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Ground	Physical	80	100	10	Normal
Normal	Physical	70	100	20	Normal
Bug	Physical	70	100	20	Normal
Steel	Physical	100	75	15	Normal
Dark	Special	80	100	15	Normal
Dark	Physical	95	100	15	Normal
Poison	Status	-	90	10	Normal
Electric	Special	90	100	15	Normal
Electric	Special	110	70	10	Normal
Ghost	Special	80	100	15	Normal
Fairy	Physical	90	90	10	Normal
Normal	Physical	40	100	20	Normal







Meowth

∠ Same form for male/female



SPECIES STRENGTHS

HP	-
ATTACK	-
DEFENSE	-
SP. ATK	-
SP. DEF	000

POKÉDEX ENTRY

Highly intelligent and prideful, it's famously difficult to handle but that's also a reason for its popularity.

DAMAGE 1	AKEN	IN	BATTLES
(O) ×1	()	×1

O ^1	O ^1
	○ ×0
○ ×1	○ ×2
2 ×1	2 ×1

1	W ^1	w	^1
1	() ×1	0	×0.5
l	⊗ ×1	0	×1

MAIN WAY TO OBTAIN

Obtain one in a trade if you are playing Pokémon: Let's Go, Pikachu!, as it does not appear in that game. Trade a Meowth for one in the Pokémon Center on Cinnabar Island (p. 92) in Pokémon: Let's Go, Eevee!



ALOLA FORM



EVOLUTION



Alolan Meowth



Alolan Persian

POKÉMON EXPRESSIONS



EVOLUTION MOVES

LEVEL-UP MOVES

1 Bite
1 False Out
1 Growl
1 Scratch
3 Site
6 False Out
9 Taunt
12 Pay Day
15 Feint
19 Fury Swipes
23 Screech
27 Slash
31 Nasty Plot
35 Play Rough

٠	\rightarrow	\rightarrow
	_	_
	TM	MOVES
H		
		Headbutt
	TM02	







Persian







♂ ♀ | Same form for male/female



SPECIES STRENGTHS

HP ATTACK DEFENSE SP. ATK SP. DEF

ina

0 ×1 0 ×1 0 ×1 0 ×1

POKÉDEX ENTRY
The gem in its forehead glows
on its own! It walks with all
the grace and elegance of a

MAIN WAY TO OBTAIN

proud queen.

Obtain a Meowth, then level it up to Lv. 28 or higher to evolve it into Persian. Or get one from a Black Belt in Vermillon City (p. 47) in Pokémon: Let's Go, Pikachu!



EVOLUTIO



Lv. 28 →→→



Meowth Persian



1 decesion — Pepide States — — 20 0 of 1 lies Cas
1 li

al Physical 20 10.0 15 Normal
States — 10.2 Normal
States — 10.2 Normal
States — 10.3 Self
states — 10.5 Sel





t Normal Special 60 — 20 Many C

Persian





SPECIES STRENGTHS



(3) ×1	
() ×1	
(A) ×1	×1

DAMAGE TAKEN IN BATTLES

POKÉDEX ENTRY

It has th	e classiest coat. The
rippling	of its fur in the heat of
hattle h	as a heauty all its own.



MAIN WAY TO OBTAIN

Obtain an Alolan Meowth, then level it up to Lv. 28 or higher to evolve it into Alolan Persian.



ALOLA FORM



EVOLUTION



Alolan Meowth



Lv. 28

TM MOVES

Alolan Persian

HAP	EMON RESSIONS PY
UN	НАРРУ
3	180
	TACKING
ì	

			EMD				
1	Amnesia	Psychic	Status	-	-	20	Self
1	Bine	Dark	Physical	60	100	25	Normal
1	Fake Out	Normal	Physical	40	100	10	Normal
1	Growl	Normal	Status	-	100	40	Many Others
1	Hypnosis	Psychic	Status	-	60	20	Normal
1	Scratch	Normal	Physical	40	100	35	Normal
1	Swift	Normal	Special	60	-	20	Many Others
3	Bite	Dark	Physical	60	100	25	Normal
5	Fake Out	Normal	Physical	40	100	10	Normal
9	Taunt	Dark	Status	=	100	20	Normal
2	Pay Day	Normal	Physical	40	100	20	Normal
6	Feint	Normal	Physical	30	100	10	Normal
9	Fury Swipes	Normal	Physical	18	80	15	Normal
3	Screech	Normal	Status	-	85	40	Normal
7	Slash	Normal	Physical	70	100	20	Normal
37	Nasty Plot	Dark	Status	-	-	20	Self
47		Fairy	Physical	90	90	10	Normal

TM01 Headbutt	Normal	Physical	70	100	15	Normal
TM02 Taunt	Dark	Status	_	100	20	Normal
TM05 Rest	Psychic	Status	_	-	10	Self
TM07 Protect	Normal	Status	_	_	10	Self
TMOR Substitute	Normal	Status	_	-	10	Self
TM12 Farade	Normal	Physical	70	100	20	Normal
TM18 U-turn	Bug	Physical	70	100	20	Normal
TM19 Iron Tail	Steel	Physical	100	75	15	Normal
TM20 Dark Pulse	Dark	Special	80	100	15	Normal
TM21 Foul Play	Dark	Physical	95	100	15	Normal
TM27 Toxic	Poison	Status	_	90	10	Normal
TM36 Thunderbolt	Electric	Special	90	100	15	Normal
TM38 Thunder	Electric	Special	110	70	10	Normal
TM43 Shadow Rail	Ghost	Special	80	100	15	Normal
TM44 Play Rough	Fairy	Physical	90	90	10	Normal
TM48 Hyper Beam	Normal	Special	150	90	5	Normal
TM57 Pay Day	Normal	Physical	40	100	20	Normal
TM59 Dream Eater	Psychic	Special	100	100	15	Normal





Swift	Special		Many Others

Psyduck







♂ ♀ Same form for male/female



SPECIES STRENGTHS

HP ATTACK DEFENSE SP. ATK SP. DEF

POKÉDEX ENTRY

Always tormented by headaches. It uses psychic powers, but whether it intends to do so is not known.

×0.5 (2) ×1 (2) ×1 (2) ×1 (2) ×1 (2) ×1 (2) ×1

MAIN WAY TO OBTAIN

Catch one when it appears on Route 24, Route 25, or elsewhere.



EVOLUTIO

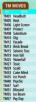


Lv. 33 →→→



*

| Sound-1 | Soun











EVOLUTION MOVES

LEVEL-UP MOVES



SPECIES	STREN
HP	-
ATTACK	STREET, SQUARE,
DEFENSE	
SP. ATK	SCHOOL STREET
SP. DEF	-
ODEED	

HP	(O) ×1	2 ×1
ATTACK DEFENSE	(∆ ×0.5	② ×1
SP. ATK	○ ×0.5	×1
SP. DEF	0 ×2	2 ×1
	0 ×2	2 ×1
POKÉDEX ENTRY		

DAMAGE TAKEN IN BATTLES

MAIN WAY TO OBTAIN

Its long, slim limbs end in broad flippers. They are used for swimming gracefully in lakes.





Golduck









Psyduck



Golduck









LEVEL-UP MOVES

	TM	MOVES
	100	100
d		Headbut
d	TM05	Rest
d	TM06	Light Scr
hers	TM07	Protect
d	TMOS	Substitu
d	TM10	Dio
hers	TM12	Facade
4	TM13	Brick Bre
d l	TM15	Seismic [®]
4	TM19	Iron Tail

Substitute
Dig
Facade
Brick Break
Seismic Toss
Iron Tail
Waterfall
Toxic
Scald
Calm Mind
ice Punch
Psychic
Surf
Hyper Beam
Riggard











056 Pig Monkey Pokémon

Average height: 1'08"

Average weight: 61.7 lbs.

Mankey







3 Same form for male/female



SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP. DEF SPEED

POKÉDEX ENTRY

An agile Pokémon that lives in trees. It angers easily and will not hesitate to attack anything.

MAIN WAY TO OBTAIN

Catch one when it appears on Route 3 or Route 4 (East) in Pokémon: Let's Go, Pikachu! Obtain one in a trade if you are playing Pokémon: Let's Go, Eevee!, as it does not appear in that game.



EVOLUTION



Mankey

LEVEL-UP MOVES

EVOLUTION MOVES



TM MOVES



1	Leer	Normal	Status		100	30	Many Others
1	Scratch	Normal	Physical	40	100	35	Normal
5	Focus Energy	Normal	Status	-	-	30	Self
8	Taunt	Dark	Status	-	100	20	Normal
13	Karate Chop	Righting	Physical	50	100	25	Normal
16	Fury Swipes	Normal	Physical	18	80	15	Normal
21	Low Kick	Fighting	Physical	-	100	20	Normal
24	Seismic Toss	Righting	Physical	-	100	20	Normal
29	U-turn	Bug	Physical	70	100	20	Normal
32	Screech	Normal	Status	-	85	40	Normal
	Thrash	Normal	Physical	120	100	10	1 Random
40	Outrage	Dragon	Physical	120	100	10	1 Random
	onop.	1000					

401	Headbutt	Normal	Physical	70	100	15	Normal	
402	Taunt	Dark	Status	-	100	20	Normal	
403	Helping Hand	Normal	Status	-	-	20	1 Ally	
405	Rest	Psychic	Status	-	-	10	Self	
407	Protect	Normal	Status	-	-	10	Self	
108	Substitute	Normal	Status	-	-	10	Self	
410	Dig	Ground	Physical.	80	100	10	Normal	
412	Facade	Normal	Physical	70	100	20	Normal	
413	Brick Break	Fighting	Physical	75	100	15	Normal	
415	Seismic Toss	Fighting	Physical	-	100	20	Normal	
418	U-turn	Bus	Physical	70	100	20	Normal	
419	Iron Tail	Steel	Physical	100	75	15	Normal	
422	Rock Slide	Rock	Physical	75	90	10	Many Others	
423	Thunder Punch	Electric	Physical.	75	100	15	Normal	
426	Poison Jab	Poison	Physical	80	100	20	Normal	
427	Toxic	Poison	Status	-	90	10	Normal	
430	Bulk Up	Righting	Status	_	_	20	Self	
431	Fire Punch	Fire	Physical	75	100	15	Normal	
435	Ice Punch	Ice	Physical	75	100	15	Normal	
436	Thunderholt	Electric	Special	90	100	15	Normal	
438	Thunder	Electric	Special	110	70	10	Normal	
439	Outrage	Dragon	Physical	120	100	10	1 Random	
441	Earthquake	Ground	Physical	100	100	10	All Others	
457	Pay Day	Normal	Physical	40	100	20	Normal	
								ĺ





Primeape



SPECIES STRENGTHS



POKÉDEX ENTRY

It stops being angry only when nobody else is around. To view this moment is very difficult.

DAMAGE TAKEN IN BATTLES ×2 ×0.5



MAIN WAY TO OBTAIN

Obtain a Mankey, then level it up to Lv. 28 or higher to evolve it into Primeape.







Mankey



Primeape

Normal Physical 70 100 15 Normal

TM MOVES

TM01 Headbutt

POKÉMON EXPRESSIONS

Focus Energy	Normal	Status	-	-	30	9
Leer	Normal	Status	-	100	30	Marry
Rage	Normal	Physical	20	100	20	No
Scratch	Normal	Physical	40	100	35	No
Taunt	Dark	Status	-	100	20	No
Focus Energy	Normal	Status	-	-	30	
Taunt	Dark	Status	-	100	20	No
Karate Chop	Fighting	Physical	50	100	25	No
Fury Swipes	Normal	Physical	18	80	15	No
Low Kick	Fighting	Physical	-	100	20	No
Seismic Toss	Fighting	Physical	-	100	20	No
U-turn	Bug	Physical	70	100	20	No
Screech	Normal	Status	-	85	40	No
Thrash	Normal	Physical	120	100	10	1 R
Outrage	Dragon	Physical	120	100	10	1 82

Normal Physical 20 100 20 Normal

LEVEL-UP MOVES

TM03	Helping Hand	Normal	Status	-	-	20	1 Ally
TM05	Rest	Psychic	Status	-	-	10	Self
TM07	Protect	Normal	Status	-	-	10	Self
	Substitute	Normal	Status	=	-	10	Self
TM10	Dia	Ground	Physical	80	100	10	Normal
TM12	Facade	Normal	Physical	70	100	20	Normal
TM13	Brick Break	Fighting	Physical	75	100	15	Normal
TM15	Seismic Toss	Fighting	Physical	=	100	20	Normal
TM18	U-turn	Bug	Physical	70	100	20	Normal
TM19	Iron Tail	Steel	Physical	100	75	15	Normal
TM22	Rock Slide	Rock	Physical	75	90	10	Many Others
TM23	Thunder Punch	Electric	Physical	75	100	15	Normal
TM26	Poison Jab	Poison	Physical	80	100	20	Normal
TM27	Toxic	Poison	Status	-	90	10	Normal
TM30	Bulk Up	Fighting	Status	-	-	20	Self
TM31	Fire Punch	Fire	Physical	75	100	15	Normal
TM35	Ice Punch	ke	Physical	75	100	15	Normal
TM36	Thunderbolt	Electric	Special	90	100	15	Normal
TM38	Thunder	Electric	Special	110	70	10	Normal
TM39	Outrage	Dragon	Physical	120	100	10	1 Random
TM41	Earthquake	Ground	Physical	100	100	10	All Others
TM48	Hyper Beam	Normal	Special	150	90	5	Normal
TM57	Pay Day	Normal	Physical	40	100	20	Normal





Growlithe











SPECIES STRENGTHS

HP ATTACK DEFENSE SP. ATK SP. DEF

SPEED

A Pokémon with a friendly nature. However, it will bark fiercely at anything invading its territory.

POKÉDEX ENTRY

MAIN WAY TO OBTAIN

Catch one when it appears on Route 5, Route 6, or elsewhere in Pokémon: Let's Go, Pikachu! Obtain one in a trade if you are playing Pokémon: Let's Go, Eevee!, as it does not appear in that game.





Use Fire Stone



Arcanine

TM MOVES



TEAET-OL MOAFS							
W.	NAME	TYPE					
1	Bite	Dark	Physical	60	100	25	Normal
1	Roar	Normal	Status	=	-	20	Normal
3	Ember	Fire	Special	40	100	25	Normal
7	Leer	Normal	Status	-	100	30	Many Others
10	Helping Hand	Normal	Status	-	=	20	1 Ally
14	Take Down	Normal	Physical	90	85	20	Normal
17	Flamethrower	Fire	Special	90	100	15	Normal
21	Agility	Psychic	Status	-	-	30	Self
24	Heat Wave	Fire	Special		90	10	Many Others
28	Crunch	Dark	Physical	80	100	15	Normal
31	Outrage	Dragon	Physical	120	100	10	1 Random
35	Play Rough	Fairy	Physical				Normal
38	Flare Blitz	Fine	Physical	120	100	15	Normal

7	Leer	Normal	Status	-	100	30	Marry Others	T
10	Helping Hand	Normal	Status	-	=	20	1 Ally	11
14	Take Down	Normal	Physical	90	85	20	Normal	11
17	Flamethrower	Fire	Special	90	100	15	Normal	17
21	Agility	Psychic	Status	_	-	30	Self	TI
24	Heat Wave	Fire	Special	95	90	10	Marry Others	11
28	Crunch	Dark	Physical	80	100	15	Normal	17
31	Outrage	Dragon	Physical	120	100	10	1 Random	17
	Play Rough	Fairy	Physical	90	90	10	Normal	T
38	Flare Blitz	Fine	Physical	120	100	15	Normal	T
			-					17
								17
-	VOLUTION IN	avec a						
E	VOLUTION MI	JVES						

VI01	Headbutt	Normal	Physical	70	100	15	Nomal	
V03	Helping Hand	Normal	Status	-	-	20	1 Ally	
	Rest	Psychic	Status	_	-	10	Self	
W07	Protect	Normal	Status	-	-	10	Self	
W08	Substitute	Normal	Status	-	_	10	Self	
W09	Reflect	Psychic	Status	-	-	20	Your Side	
MIO	Dia	Ground	Physical	80	100	10	Normal	
W11	WII-O-Wisp	Fire	Stanus	-	85	15	Normal	
W12	Facade	Normal	Physical	70	100	20	Normal	
419	Iron Tail	Steel	Physical	100	75	15	Normal	
W27	Toxic	Poison	Status	-	90	10	Normal	
W37	Flamethrower	Fire	Special	90	100	15	Normal	
PFN	Outrage	Dragon	Physical	120	100	10	1 Random	
	Play Rough	Fairy	Physical		90	10	Normal	
	Fire Blast	Fire	Special	110	85	5	Normal	







Arcanine

♂ ♀ Same form for male/female



SPECIES	SINENU
HP	0.000
ATTACK	-
DEFENSE	THE REAL PROPERTY.
SP. ATK	OCCUPANT OF THE PARTY OF THE PA
SP. DEF	
SPEED	OCCUPATION.

PECIES STRENGTHS	DAMAGE TAK	EN IN BALLE
-	① ×1	X1

② ×1	X1
	×1
○ ×2	○ ×0.5
×0.5	⊘ ×2
() ×1	① ×1

POKÉDEX ENTRY

A legendary Pokémon in the Eas
Many people are charmed by the
grace and beauty of its running.



MAIN WAY TO OBTAIN









TM MOVES



Arcanine



	Bite	Dark					Normal
1	Double-Edge	Normal	Physical	120	100	15	Normal
1	Ember	Fire	Special	40	100	25	Normal
1	Leer	Normal	Status	-	100	30	Many Other
1	Roar	Normal	Status	-	-	20	Normal

TM01	Headbutt	Normal	Physical	70	100	15	Normal	
TM03	Helping Hand	Normal	Status		-	20	1 Ally	
TM04	Teleport	Psychic	Status	_	-	20	Self	
TM05	Rest	Psychic	Status	-	-	10	Self	
TM07	Protect	Normal	Status	-	_	10	Self	
TM08	Substitute	Normal	Status	-	-	10	Self	
TM09	Reflect	Psychic	Status	_	_	20	Your Side	
TM10	Dig	Ground	Physical	80	100	10	Normal	
	Will-O-Wisp	Fire	Status	-	85	15	Normal	
TM12	Facade	Normal	Physical	70	100	20	Normal	
	Iron Tail	Steel	Physical	100	75	15	Normal	
TM27	Toxic	Poison	Status	-	90	10	Normal	
	Dragon Pulse	Dragon	Special	85	100	10	Normal	
	Flamethrower	Fire	Special	90	100	15	Normal	
TM39	Outrage	Dragon	Physical	120	100	10	1 Random	
	Play Rough	Fairy	Physical	90	90	10	Normal	
TM45	Solar Beam	Grass	Special	200	100	10	Normal	
TM46	Fire Blast	Fire	Special	110	85	5	Normal	
TM48	Hyper Beam	Normal	Special	150	90	5	Normal	
TM49	Superpower	Fighting	Physical	120	100	5	Normal	















3 9 | Same form for male/female



SPECIES STRENGTHS

4P	200
TTACK	0 mm
DEFENSE	
P. ATK	-
P. DEF	100

POKÉDEX ENTRY

The direction of the spiral on the belly differs by area. It is more adept at swimming than walking. ×0.5

MAIN WAY TO OBTAIN

Catch one when it appears on the water's surface on Route 22. Route 23 (South), or elsewhere.





Poliwag

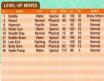
Lv. 25



Poliwhirl







TM01	Headbutt	
TM03	Helping Hand	
TM05		
TM07	Protect	
	Substitute	
TM10		
TM12	Facade	
	Waterfall	
TM27	Toxic	
TM29		
	Psychic	
TM47	Surf	
TM51	Blizzard	
TM55	Ice Beam	

TM MOVES

mal	Physical	70	100	15	Normal
mal	Status	-	1000	20	1 Ally
chic	Status	-	-	10	Self
mal	Status	-	-	10	Self
mal	Status	-	-	10	Self
und	Physical	80	100	10	Normal
mai	Physical	70	100	20	Normal
ter	Physical	80	100	15	Normal
son	Status	-	90	10	Normal
ter	Special	80	100	15	Normal
thic	Special	90	100	10	Normal
ter	Special		100	15	All Others
P	Special	110	70	5	Many Others
	Constal	00	100	10	Marmal















SPECIES STRENGTHS



SPEED

POKÉDEX ENTRY Under attack, it uses its belly

then makes its escape.

spiral to put the foe to sleep. It

MAIN WAY TO OBTAIN

Catch one when it appears on the water's surface on Route 22, Route 23 (South), or elsewhere. Or obtain a Poliwag, then level it up to Lv. 25 or higher to evolve it

into Poliwhirl.



DAMAGE TAKEN IN BATTLES

×1

Poliwhirl









LEVEL-UP MOVES

1 Hypnosis 1 Pound 1 Water Gun 4 Pound 8 Hypnosis 12 Water Gun 16 Double Slap 21 Bubble Bean 30 Low Kick 39 Body Slam 48 Hydro Pump

Lv. 25



Poliwhirl



Poliwrath

POKÉMON EXPRESSIONS





EVOLUTION	MOVE	

TM	M
THAN	
	TM01 TM03

TM07 Protect
TM08 Substitue
TM10 Dig
TM12 Facade
TM13 Brick Breat
TM13 Brick Breat
TM15 Seismic Toe
TM27 Inolic
TM29 Scald
TM29 Scald
TM35 Ice Punch
TM40 Psychic
TM41 Earthquale
TM51 Brizzard
TM51 Brizzard
TM55 Ice Bearn







Poliwrath







Same form for male/female



SPECIES STRENGTHS

PECIES	SINEMUII
IP .	
TTACK	《一百日秋 期
EFENSE	0.000
P. ATK	
P. DEF	

POKÉDEX ENTRY Swims powerfully using all the muscles in its body. It can even

DAMAGE TAKEN IN BATTLES

0	×1	0	×2
0	×0.5	0	×2
0	×0.5	0	×0.5
0	×2	0	×0.5
0	×2	0	×1
		-	

overtake world-class swimmers.



MAIN WAY TO OBTAIN

Catch one when it appears on the water's surface in the Cerulean Cave (1F or B1F). Or obtain a Poliwhirl, then use a Water Stone on it to evolve it into Poliwrath.





Lv. 25





Poliwag

LEVEL-UP MOVES

Poliwhirl

Poliwrath



The second second	Contract of the last	2005	COLUMN TWO	No.	10000	RANGE
Bubble	Water		40	100		Many Otl
Bulk Up	Fighting	Status	-	-		Self
Haze	ke	Status	-	-	30	Both Sic
Hypnosis	Psychic	Status	-	60	20	Norma
Mist	lon	Status	-	_	30	Your Sir
Pound	Normal	Physical	40	100	35	Norma
Submission	Fighting	Physical	80	80	20	Norma
Water Gun	Water	Special	40	100	25	Noma
	Fighting	Physical	120	100	5	Norma
and a later of	.,	,				
	Bubble Bulk Up Haze Hypnosis Mist Pound	Bulk Up Fighting Haze Ice Hypnosis Psychic Mist Ice Pound Normal Submission Fighting Water Gun Water	Bubble Water Special Bulk Up Fighting Status Haze Ice Status Hypnosis Psychic Status Mist Ice Status Pound Normal Physical Submission Fighting Physical Water Gun Water Special	Bubble Water Special 40 Bulk Up Flighting Status — Haze Ice Status — Hyponosis Psychic Status — Hyponosis Core Status — Pound Normal Physical 40 Submission Flighting Physical 40 Water Gun Water Special 40	Bubble Water Special 40 100 Bulk Up Flighting Status — Haze Ice Status — Hyponosis Psychic Status — Hyponosis Psychic Status — Pound Normal Physical 40 100 Subenission Fighting Physical 80 80 Water Gun Water Succession Septimized Septimized Septimized	Bubble Water Special 40 100 30 Bulk Up Flighting Satus — 20 Haze kc Satus — 30 Hyprosis Psychic Satus — 60 20 Mist kc Satus — 60 20 Morrial Normal Physical 40 100 35 Suberission Flighting Physical 40 100 35 Water Gun Water Special 40 100 25

Normal	TM07
Your Side	TM08
Normal	TM10
Normal	TM12
Normal	TM13
Normal	TM15 :
	TM22
	TM25
	TM26
	TM27
	TM29
	TM30
	TM35
	TM40
	TM41
	TM47
	TM48
	TM49
	TM51
	TM55

	Normal	Physical	70	100	15	Normal
d	Normal	Status	_	_	20	1 Ally
	Psychic	Status	-	-	10	Self
	Normal	Status	-	-	10	Self
	Normal	Status	_	-	10	Self
	Ground	Physical	80	100	10	Normal
	Normal	Physical	70	100	20	Normal
	Rehting	Physical	75	100	15	Normal
	Fighting	Physical	-	100	20	Normal
	Rock	Physical	75	90	10	Many Others
	Water	Physical	80	100	15	Normal
	Poison	Physical	80	100	20	Normal
	Poison	Status		90	10	Normal
	Water	Special	80	100	15	Normal
	Fighting	Status	_	_	20	Self
	ke	Physical	75	100	15	Normal
	Psychic	Special	90	100	10	Normal
	Ground	Physical	100	100	10	All Others
	Water	Special	90	100	15	All Others
	Normal	Special	150	90	5	Normal
	T. helen	Charles !		100		Manned







DAMAGE TAKEN IN RATTLES ① ×1

×1





0

SPECIES	STRENGTHS
HP	-
ATTACK	-
DEFENSE	
SP. ATK	5 T T T T T T T T T T T T T T T T T T T
SP. DEF	COMP.
SPEED	

POKÉDEX ENTRY

Sleeps 18 hours a day. If it senses danger, it will teleport itself to safety even as it sleeps.

×0.5 MAIN WAY TO OBTAIN

Catch one when it appears on Route 5, Route 6, or elsewhere.



Abra









Kadabra

Trade Kadabra

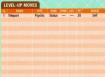
Special Status Physical 100 100 100 100 75 90 80



Alakazam







TM40 Psychic TM43 Shadow Ball TM59 Dream Eater





POKÉMON EXPRESSIONS

Kadabra







The female has shorter whiskers than the male.



SPECIES STRENGTHS

SPECIES	SINEMULI
HP	ALC: U
ATTACK	
DEFENSE	NIE .
SP. ATK	O SHORTHER
SP. DEF	THE REAL PROPERTY.

HACK	
EFENSE	No.
P. ATK	
P. DEF	-
PEED	OR STREET

POKÉDEX ENTRY

Many odd things happe this Pokémon is close t example, it makes clocks run backward.

DAI	AAGE TA	KEN IN	BATTL
6	×1	0	×1

② ×1	
	○ ×0.5
○ ×1	① ×2
×1	(A) ×1

		100
	○ ×1	
n if	(E) ×1	① ×1
y. For		

	^1	U	^1	
0	×0.5	0	×2	
0	×1	0	×1	
-		-		

MAIN WAY TO OBTAIN

Catch one when it appears on Route 7 or Route 8. Or obtain an Abra, then level it up to Lv. 16 or higher to evolve it into Kadabra.



EVOLUTION





Abra

Kadabra

TM MOVES

Alakazam

Normal Physical 70 100 15 Normal



Contain Psychic Special 13 10 2 Section	
Double Normal Santas - 100 20 Normal Flash Normal Santas - 100 20 Normal Teleport Psyclic Special Gold 100 20 Normal Teleport Normal Santas - 100 20 Norm	ı
Fisch Normal Status - 100 20 Normal Status 100 150 Normal Status 100 150 Normal Status 100 150 Normal Status 100 150 Normal Status 100 Normal Status 100 Normal Status 100 20 Normal Status - 100 20 Normal Status 100 Normal Stat	
1 Kinesis Psychic Special 0 15 Nermal 1 Polybeam Psychic Special 6 10 20 Nermal 1 Teleport Psychic Satalus — 20 Serial 13 Flach Normal Status — 10 20 Nermal 13 Flach Normal Status — 10 20 Nermal 19 Najer Stade Glovet Special — 10 10 Nermal 31 Mercure Glovet Special — 10 Nermal Nermal 32 Recover Normal Status — 10 Vox Self	
Prybaem Pryblic Special 65 100 20 Narmal	
1 Relegiort Psychic Status — 20 Self Relegiort Rychic Status — 20 Self Relegior Rele	
6 Okabie Normal Status — 100 20 Normal 13 Rash Normal Status — 100 20 Normal 19 Right Stade Ghost Special — 100 15 Normal 26 Substitute Normal Status — 10 Self 32 Reflect Psychic Status — 20 Your Side Status — 10 Self 19 Recover Normal Status — 10 Self 1	
13 Flash Normal Status — 109 20 Normal 14 Substitute Romal Status — 10 Set Normal 26 Reflect Psychic Status — 10 Set Normal 32 Reflect Psychic Status — 20 Your Side 39 Recover Normal Status — 10 Set	
19 Night Shade Ghost Special 100 15 Normal 26 Substituze Normal Status — 10 Self 32 Reflect Psychic Status — 20 Your Side 39 Recover Normal Status — 10 Self	
26 Substitute Normal Status — 10 Self 32 Reflect Psychic Status — 20 Your Side 39 Recover Normal Status — 10 Self	
32 Reflect Psychic Status — 20 Your Side 39 Recover Normal Status — 10 Self	
39 Recover Normal Status 10 Self	
45 Psychic Psychic Special 90 100 10 Normal	

102	Taunt	Dark	Status	-	100	20	Normal	
104	Teleport	Psychic	Status	-	_	20	Self	
105	Rest	Psychic	Status	-	-	10	Self	
106	Light Screen	Psychic		-	-	30	Your Side	
107	Protect	Normal	Status	-	-	10	Self	
108	Substitute	Normal	Status	-	-	10	Self	
109	Reflect	Psychic			-	20	Your Side	
410	Dia	Ground	Physical	80	100	10	Normal	
412	Facade	Normal	Physical	70	100	20	Normal	
415	Seismic Toss	Fighting	Physical	-	100	20	Normal	
116	Thunder Wave	Electric	Status	_	90	20	Normal	
419	Iron Tail	Steel	Physical	100	75		Normal	
A21	Foul Play	Dark	Physical	95	100	15	Normal	
	Thunder Punch	Electric	Physical	75	100	15	Normal	
A)7	Toxic	Poison	Status	-	90	10	Normal	
478	Tri Attack	Normal	Special	80	100	10	Normal	
	Fire Punch	Fire	Physical	75	100	15	Normal	
432	Dazzling Gleam	Fairy	Special	80	100	10	Many Others	
	Calm Mind	Psychic		=		20	Self	
	Ice Punch	lce	Physical	75	100	15	Normal	
	Psychic	Psychic			100	10	Normal	
	Shadow Ball	Ghost			100		Normal	
	Dream Eater	Psychic		100		15	Normal	Ĭ



	- 4	-	
ΔΤ	TAC	VINO	
	IMU	MINE	
0			









SPECIES STRENGTHS

HP	1188
ATTACK	100
DEFENSE	
SP. ATK	THE REAL PROPERTY.
SP. DEF	E PRIMARY.
SPEED	TOTAL STREET

POKÉDEX ENTRY

A Pokémon that can memorize anything. It never forgets what it learns—that's why this Pokémon is smart.

MAIN WAY TO OBTAIN Receive a Kadabra in a trade, and it will immediately evolve into Alakazam.







Kadabra

Trade Kadabra





Abra



1800 Jahr 1804 Beport 1805 Jahr 1805 Light Screen 1805 Protect 1805 Protect 1805 Protect 1805 Scheduler 1805 Sc

Psych Ice 75 90 80 150









POKÉMON EXPRESSIONS

MEGA ALAKAZAM

Mega Alakazam





MEGA EVOLUTION



Mega Evolve Alakazam during battle.

Buy an Alakazite, then



SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP. DEF





Buy it from a seller who appears at the Pokémon League once you have become Champion (p. 103).









SPECIES STRENGTHS



POKÉDEX ENTRY Very powerful in spite of its small size. Its mastery of many types of martial arts makes it very tough.

DAMAGE TAKEN IN BATTLES

○ ×1	○ ×2
	@ ×2
•	_







MAIN WAY TO OBTAIN Catch one when it appears in the Rock Tunnel or on Victory Road.



I v 28

Machop





Machop LEVEL-UP MOVES

EVOLUTION MOVES



Machoke TM MOVES



Machamp

POKÉMON EXPRESSIONS

	1	Law Kick	Righting	Physical	_	100	20	Normal
	4	Focus Energy	Normal	Status	-	-	30	Self
	8	Bide	Normal	Physical	-	-	10	Self
	12	Seismic Toss	Fighting	Physical	_	100	20	Normal
	16	Karate Chop	Fighting	Physical	50	100	25	Normal
	21	Brick Break	Fighting	Physical	75	100	15	Normal
	26	Submission	Fighting	Physical	80	80	20	Normal
	31	Bulk Up	Fighting	Status	-	-	20	Self
	36	Superpower	Fighting	Physical	120	100	5	Normal
1								

	Headbutt	Normal	Physical	70	100		Normal
103	Helping Hand	Normal	Status	_	_	20	1 Ally
105	Rest	Psychic	Status	-	-	10	Self
106	Light Screen	Psychic	Status	-	-	30	Your Side
107	Protect	Normal	Status	-	-	10	Self
103	Substitute	Normal	Status	_	-	10	Self
110	Dia	Ground	Physical	80	100	10	Normal
112	Facade	Normal	Physical	70	100	20	Normal
113	Brick Break	Fighting	Physical	75	100	15	Normal
115	Seismic Toss	Fighting	Physical	-	100	20	Normal
122	Rock Slide	Rock	Physical	75	90	10	Many Others
123	Thunder Punch	Electric	Physical	75	100	15	Normal
126	Poison Jab	Poison	Physical	80	100	20	Normal
127	Toxic	Poison	Status	-	90	10	Normal
130	Bulk Up	Fighting	Status	-	-	20	Self
131	Fire Punch	Fire	Physical	75	100	15	Normal
135	ice Punch	ke	Physical	75	100	15	Normal
137	Flamethrower	Fire	Special	90	100	15	Normal
141	Earthquake	Ground	Physical	100	100	10	All Others
146	Fire Blast	Fire	Special	110	85	5	Normal
149	Superpower	Fighting	Physical	120	100	5	Normal
		.,,,					

Trade Machoke







(1111

Machoke







Same form for male/female



SPECIES	STRENGT
HP	
ATTACK	- HARRY
DEFENSE	11000
SP. ATK	most .
SP. DEF	ON WHITE

POKÉDEX ENTRY
The belt around its waist holds
back its energy. Without it, this
Pokémon would be unstoppable.

>0.5

MAIN WAY TO OBTAIN

Catch one when it appears on Victory Road. Or obtain a Machop, then level it up to Lv. 28 or higher to evolve it into Machoke.





Machop



Machoke



Machamp



9	4	Focus Energy	Norma
	8	Bide	Norma
- X	12	Seismic Toss	Fightin
	16	Karate Chop	Fightin
	21	Brick Break	Fightin
		Submission	Fightin
	37	Bulk Up	Fightin
	48	Superpower	Fightin
	-	soperponer	110
•			
A COUNTY			
200			
AND SHAPE			
		VOLUTION N	OVEC
100	1	VULUTION R	IUVES

	LEVEL-UP MOVES								
œ	NAME	TYPE							
1	Bide	Normal	Physical	-	-	10	Self		
1	Focus Energy	Normal	Status	-	-	30	Self		
1	Leer	Normal	Status	-	100	30	Many Others		
1	Low Kick	Fighting	Physical	-	100	20	Normal		
4	Focus Energy	Normal	Status	-	-	30	Self		
8	Bide	Normal	Physical	-	-	10	Self		
12	Seismic Toss	Fighting	Physical	-	100	20	Normal		
16	Karate Chop	Fighting	Physical	50	100	25	Normal		
21	Brick Break	Fighting	Physical	75	100	15	Normal		
26	Submission	Fighting	Physical	80	80	20	Normal		
37	Bulk Uo	Fighting	Status	-	-	20	Self		
48	Superpower	Fighting	Physical	120	100	5	Normal		

y Others	TM05	R
ny Others Iormal Self Self	TM06	U
Self	TM07	P
Self	TM08	S
lormal	TM10	Di
lormal	TM12	
lormal	TM13	
lormal	TM15	Si
Self	TM22	R
lormal	TM23	
	TM26	R
	TM27	Te
	TM30	B
	TM31	
	TM35	k
	TM37	
	TM41	B
	TM46	F
	TM49	9

ormal	Physical	70	100	15	Normal	
ormal	Status			20	1 Ally	
cychic	Status	_	_	10	Self	
wthic					Your Side	
ormal		_	_	10	Self	
lamo	Status	-	-	10	Self	
round	Physical	80	100	10	Normal	
Ismo	Physical	70	100	20	Normal	
phing	Physical	75	100	15	Normal	
phring	Physical			20	Normal	
Rock	Physical		90	10	Many Others	
lectric	Physical			15	Normal	
okon	Physical	80		20	Normal	
okon	Status	-	90	10	Normal	
phting	Status	_	-	20	Self	
Fire	Physical	75	100	15	Normal	
Ice	Physical	75	100	15	Normal	
Fire	Special		100	15	Normal	
round	Physical	100	100	10	All Others	3
Fire	Special		85	5	Normal	3











mountains. Using all four arms, this Pokémon fires off awesome punches.

MAIN WAY TO OBTAIN Receive a Machoke in a trade and it will immediately evolve into Machamp.

DAMAGE TAKEN IN BATTLES

O ^1	O ^2
 (() × 1	
○ ×1	○ ×0.5
	② ×0.5

POKÉDEX ENTRY One arm alone can move

6)×1	O	×1
•	×1	0	×1
C	×1	0	×0.5
-		-	





Habitat Unkno

Machamp





Lv. 28











П	Bide	Normal	Physical	-	-	10	Self
١	Counter	Fighting	Physical	-	100	20	Varies
1	Encore	Normal	Status	-	100	5	Normal
	Focus Energy	Normal	Stabus	-	-	30	Self
	Leer	Normal	Status	-	100	30	Many Others
	Low Kick	Fighting	Physical	-	100	20	Normal
	Strength	Normal	Physical	80	100	15	Normal
9	Focus Energy	Normal	Stabus	-	-	30	Self
ı	Bide	Normal	Physical	-	-	10	Self
2	Seismic Toss	Fighting	Physical	-	100	20	Normal
6	Karate Chop	Fighting	Physical	50	100	25	Normal
1	Brick Break	Richting	Physical	75	100	15	Normal
6	Submission	Fighting	Physical	80	80	20	Normal
7	Bulk Up	Rehting	Status	-	-	20	Self
8	Superpower	Fighting	Physical	120	100	5	Normal

Self	TM01	1
laries	TM03	
ormal	TM05	1
Self	TM06	ì
y Others	TM07	į
ormal	TIMOS	ì
omal	TM10	
Self	TM12	ì
Self	TM13	ì
lamo	TM15	
ormal	TM22	-
omal	TM23	
ormal	TM26	ì
Self	TM27	
lsmo	TM30	
	TM31	į
	TM35	ì
	TM37	1
	TM41	1
	TM46	i
	TM48	
	TM49	ì

	Normal	Physic
d	Normal	Statu
	Psychic	Stat.
10	Psychic	Stan.
	Normal	Statu
	Normal	Stati.
	Ground	Physic
	Normal	Physic
	Fighting	Physic
	Rohting	Physic
	Rock	Physic
nch	Electric	Physic
	Poison	Physic
	Poison	Statu
	Fighting	State
	Fire	Physic
	Ice	Physia

Normal	Status	-	-	10	
Ground	Physical	80	100	10	- 1
Normal	Physical	70	100	20	- 1
Fighting	Physical	75	100	15	- 1
Righting	Physical	-	100	20	
Rock	Physical	75	90	10	Ma
Electric	Physical	75	100	15	
Poison	Physical	80	100	20	- 1
Poison	Status	-	90	10	
Fighting	Status	-	-	20	
Fire	Physical	75	100	15	-0
Ice	Physical	75	100	15	
Fire	Special	90	100	15	
Ground	Physical	100	100	10	A
Fire	Special	110	85	5	-3
Normal	Special	150	90	5	







Bellsprout







✓

Same form for male/female

Same form for male/female

Output

Description

Same form for male/female

Same form for male/female

Same form for male/female

Output

Description

Outpu



SPECIES	SINENU
HP	STATE OF THE PARTY OF
ATTACK	11000
DEFENSE	-
SP. ATK	
SP. DEF	SER.

ı	0	×1
ı	0	×2
ı	0	×0.5
١	0	×0.2

POKÉDEX ENTRY

Prefers hot and humid places. It ensnares tiny bugs with its vines and devours them.



MAIN WAY TO OBTAIN

Obtain one in a trade if you are playing Pokémon: Let's Go, Pikachu!, as it does not appear in that game. Catch one when it appears on Route 1, Route 2, or elsewhere in Pokémon: Let's Go. Eevee!



EVOLUTION



LEVEL-UP MOVES

Lv. 21



Non Psyc Non Psyc Non Poie Gra Poie Gra



Bellsprout

Weepinbell

Victreebel



1	Vine Whip	Grass	Physical	45	100	25	Normal
4	Growth	Normal	Status	-	-	20	Self
8	Wrap	Normal	Physical	15	90	20	Normal
12	Acid	Poison	Special	40	100	30	Many Others
16	Sleep Powder	Grass	Status	-	75	15	Normal
17	Poison Powder	Poison	Status	-	75	35	Normal
18	Stun Soore	Grass	Status	-	75	30	Normal
22	Razor Leaf	Grass	Physical.	55	95	25	Many Others
26	Poison Jab	Poison	Physical	80	100	20	Normal
30	Slam	Normal	Physical	80	75	20	Normal

		Headbutt
	TM05	
		Protect
5		Substitute
		Reflect
	TM12	Facade
	TM26	Poison Jab
5	TM27	Toxic
	TM45	Solar Beam
	TM52	Sludge Bomb
	TM53	Mega Drain

TM MOVES

lem	Physical	70	100	15	Normal	
thic	Status	_	-	10	Self	
mal	Status	-	-	10	Self	
mal	Status	_	-	10	Self	
	Status	_	-	20	Your Side	
mal	Physical	70	100	20	Normal	
son	Physical	80	100	20	Normal	
son	Status	-	90		Normal	
355	Special	200	100	10	Normal	
son	Special		100	10	Normal	
228	Special	75	100	10	Normal	
	Special					











HP	A CHIEF
ATTACK	
DEFENSE	NAME AND ADDRESS OF THE PERSON NAMED IN COLUMN 1
SP. ATK	
SP. DEF	
SPEED	

DEFENSE	(∂) ×2 (②) ×2
SP. ATK	△ ×0.5
SP. DEF SPEED SPEED	
POKÉDEX ENTRY	○ ×0.5 ○ ×1
When hungry, it swallows anything that moves. Its hapless	(3) ×2 (2) ×1

prey is dissolved by strong acids.

MAIN WAY TO OBTAIN Catch one when it appears on Route 12, Route 13, or elsewhere in Pokémon: Let's Go. Eevee! Or obtain a Bellsprout, then level it up to Lv. 21 or higher to evolve it into Weepinbell.



Weepinbell





LEVEL-UP MOVES

EVOLUTION MOVES

Lv. 21



Weepinbell



Victreebel

POKÉMON EXPRESSIONS







	NAME	TYPE	KIND				
1	Acid	Poison	Special	40	100	30	Many C
1	Growth	Nomal	Status	-	-	20	Sel
1	Vine Whip	Grass	Physical		100	25	Norr
1	Wrap	Normal	Physical	15	90	20	Norr
4	Growth	Normal	Status	-	-	20	Sel
8	Wrap	Normal	Physical	15	90	20	Norr
12	Acid	Poison	Special	40	100	30	Many C
16	Sleep Powder	Grass	Status	-	75	15	Non
17	Poison Powder	Poison	Status	-	75	35	Norr
18	Stun Spore	Grass	Status	-	75	30	Non
27	Razor Leaf	Grass	Physical	55	95	25	Many C
	Poison Jab	Poison	Physical	80	100	20	Norr
45	Slam	Normal	Physical	80	75	20	Norn

TM01	Headbutt
TM05	
	Protect
	Substitute
TM09	Reflect
TM12	Facade
TM26	Poison Jab
TM27	Toxic
TM45	Solar Beam
TMS2	Sludge Bomb
	Mega Drain

Normal	Physical	70	100	15	
Psychic	Status	-	-	10	
Normal	Status	-	-	10	
Normal	Status	-	-	10	
Psychic	Status	-	-	20	
Normal	Physical	70	100	20	
Poison	Physical	80	100	20	
Poison	Status	-	90	10	
Grass	Special	200	100	10	
Poison	Special	90	100	10	
Grass	Special	75	100	10	







Victreebel







Same form for male/female



MAGE TAKEN IN BATTLES SPECIES STRENGTHS

ATTACK

DEFENSE SP. ATK SP. DEF SPEED

POKÉDEX ENTRY Lures prey with the sweet aroma of honey. Swallowed whole, the prey is dissolved in a day, bones and all.

MAIN WAY TO OBTAIN

Catch one when it appears on Route 21 in Pokémon: Let's Go, Fevee! Or obtain a Weeninbell, then use a Leaf Stone on it to evolve it into Victreebel.





Bellsprout

LEVEL-UP MOVES

Lv. 21





Victreebel

50 80 120 70 45 15 120 100 85 100 100 90 85 15 20 10 10 5 20 25 20 10

Weepinbell TM MOVES

15 10 10 10 20 20 20 10 10 5 70 80 --200 150 90











3 Same form for male/female



SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP. DEF SPEED

POKÉDEX ENTRY It can sometimes be found all dry and shriveled up on a beach. Toss it back into the sea to revive it.

×1



Catch one when it appears on the water's surface on Route 4 (East), Route 24, or elsewhere.









TM MOVES

Average weight: 100.3 lbs.



Tentacool

LEVEL-UP MOVES

	EXPE	PY	iois	•
١		10		
١	4	1	5	
			· V	

POKÉMON



EVOLUTION M	OVES				
NAME	TYPE	KND	FOR ACC.	PP	RANG

TM01	Headbutt	Normal	Physical	70	100	15	Normal	
TM05	Rest	Psychic .	Status	=	-	10	Self	
TM07	Protect	Normal	Status	_	-	10	Self	
TMOS	Substitute	Normal	Status	_	-	10	Self	
TM09	Reflect	Psychic	Status	-	-	20	Your Side	
TM12	Facade	Normal	Physical	70	100	20	Normal	
TM25	Waterfall	Water	Physical	80	100	15	Normal	
TM26	Poison lab	Poison	Physical	80	100	20	Normal	
TM27	Torric	Poison	Status	-	90	10	Normal	
TM29	Srald	Water	Special	80	100	15	Normal	
	Dazzling Gleam	Fairy	Special	80	100	10	Many Others	
TM47		Water	Special	90	100	15	All Others	
TM51	Rizzard	ke	Special	110	70	5	Mary Others	
TM52	Sludge Bomb	Poison	Special	90	100	10	Normal	
	Mega Drain	Grass	Special	75	100	10	Normal	

	Normal	Status	_	-	10	Self	
	Normal	Status	-	-	10	Self	
	Psychic	Status	-	-	20	Your Side	
	Normal	Physical	70	100	20	Normal	
	Water	Physical	80	100	15	Normal	
	Poison	Physical	80	100	20	Normal	
	Poison	Status		90	10	Normal	
	Water	Special	80	100	15	Normal	\sim
m	Fairy	Special	80	100	10	Mary Others	
	Water	Special	90	100		All Others	
	ke	Special	110	70	5	Marry Others	
	Poison	Special	90	100	10	Normal	
	Grass	Special	75	100	10	Normal	
	lce	Special	90	100	10	Nomal	
							A =













→ Same form for male/female



DAMAGE TAKEN IN BATTLES SPECIES STRENGTHS

ATTACK

DEFENSE SP. ATK SP. DEF SPEED

POKÉDEX ENTRY

Its 80 tentacles can stretch and contract freely. They wrap around prey and weaken it with poison.

×0.5

) ×2

MAIN WAY TO OBTAIN

Catch one when it appears on the water's surface on Route 18 (West), Route 19, or elsewhere. Or obtain a Tentacool, then level it up to Lv. 30 or higher to evolve it into Tentacruel.





TM MOVES



Tentacool

Tentacruel



	W	NAME						
	1	Acid	Poison	Special	40	100	30	Many Others
	1	Constrict	Normal	Physical	10	100	35	Normal
	1	Haze	lce	Status	-	-	30	Both Sides
	1	Mirror Coat	Psychic	Special	-	100	20	Varies
	1	Poison Sting	Paison	Physical	15	100	35	Normal
	1	Supersonic	Normal	Status	-	55	20	Normal
	4	Constrict	Normal	Physical	10	100	35	Normal
	9	Supersonic	Normal	Status	-	55	20	Normal
	13	Acid	Poison	Special	40	100	30	Many Others
	18	Bubble Beam	Water	Special	65	100	20	Normal
	22	Wrap	Normal	Physical	15	90	20	Normal
	27	Surf	Water	Special	90	100	15	All Others
	36	Barrier	Psychic	Status	-	-	20	Self
		Poison Jab	Poison	Physical	80	100	20	Normal
	55		Normal	Status	-	85	40	Normal
	65	Hydro Pump	Water	Special	110	80	5	Normal
1								

TM01	Headbutt	Normal	Physical	70	100	15	
TM05		Psychic	Status	-	-	10	
TM07	Protect	Normal	Status	-	-	10	
TM08	Substitute	Normal		-	-	10	
TM09	Reflect	Psychic	Status	-	-	20	
TM12	Facade	Normal		70			
TM25	Waterfall	Water	Physical	80	100	15	
TM26	Poison Jab	Poison	Physical	80	100	20	
TM27	Toxic	Poison	Status	-	90	10	
TM29	Scald	Water	Special	80	100	15	
	Dazzling Gleam	Fairy	Special	80	100	10	1
	Surf	Water	Special	90	100	15	
	Hyper Beam	Normal	Special		90	5	
	Blizzard	ke	Special	110	70	5	-
	Sludge Bomb	Poison	Special	90	100	10	
	Mega Drain	Grass	Special		100	10	
	Ice Beam	ke	Special	90		10	









Geodude





Average height: 1'04"

SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP. DEF

POKÉDEX ENTRY Commonly found near mountain trails and the like. If you step on one by accident, it gets angry.

SPEED

MAGE TAKEN IN RATTLES ○ ×0.5 ○ ×0.5

×0.5

0.5

0× (C

MAIN WAY TO OBTAIN Catch one when it appears in

Mt. Moon, in the Rock Tunnel, or elsewhere.





EVOLUTION







Geodude LEVEL-UP MOVES

Graveler TM MOVES

Golem

(A)
UNHAPPY
2 De 1
ATTACKING

1	Defense Curl	Normal	Status	-	-	40	Self
1	Tackle	Normal	Physical	40	100	35	Normal
3	Sand Attack	Ground	Status	-	100	15	Normal
6	Bide	Normal	Physical	-	-	10	Self
9	Rock Throw	Rock	Physical	50	90	15	Normal
12	Stealth Rock	Rock.	Status	-	=	20	Other Side
15	Take Down	Normal	Physical	90	85	20	Normal
19	Self-Destruct	Normal	Physical	200	100	5	All Others
23	Rock Slide	Rock	Physical	75	90	10	Many Others
	Earthquake	Ground	Physical		100	10	All Others
31	Double-Edge	Normal	Physical	120	100	15	Normal
35	Explosion	Normal	Physical	250	100	5	All Others

TM08	Substitute	Normal	Status	-	-	10	Self
TM10	Dig	Ground	Physical	80	100	10	Normal
TM12	Facade	Normal	Physical	70	100	20	Normal
TM13	Brick Break	Rahting	Physical	75	100	15	Normal
TM15	Seismic Toss	Fighting	Physical	-	100	20	Normal
TM22	Rock Slide	Rock	Physical	75	90	10	Marry Others
TM23	Thunder Punch	Bectric	Physical	75	100	15	Normal
	Toxic	Poison	Status	-	90	10	Normal
TM31	Fire Punch	Fire	Physical	75	100	15	Normal
	Flamethrower	Fire	Special		100	15	Normal
TM41	Earthquake	Ground	Physical	100	100	10	All Others
TM42	Self-Destruct	Normal	Physical		100	5	All Others
TM46	Fire Blast	Fire	Special	110	85	5	Normal
TM49	Superpower	Fighting	Physical	120	100	5	Normal
TM56	Stealth Rock	Rock	Status	_	_	20	Other Side









Geodude



ALOLA FORM



✓ Same form for male/female



SPECIES STRENGTHS

HP	-
ATTACK	-
DEFENSE	
SP. ATK	-

SP. ATK
SP. DEF
SPEED

POKÉDEX ENTRY

Its stone head is imbued with electricity and magnetism. If you carelessly step on one, you'll be in for a painful shock.

○ ×2

0 ×0.5 0 ×1

MAIN WAY TO OBTAIN

Trade a Geodude for one in the Pokémon Center in Vermilion City (p. 47).



EVOLUTION



LEVEL-UP MOVES

Lv. 25



 $\rightarrow \rightarrow \rightarrow$



Alolan Geodude

Alolan Graveler

Alolan Golem



IV.	NAME	TYPE				
1	Defense Curl	Normal	Status	-	-	40
1	Tackle	Normal	Physical	40	100	35
3	Thunder Shock	Electric	Special	40	100	30
6	Bide	Normal	Physical	-	-	10
9	Rock Throw	Rock	Physical	50	90	15
12	Stealth Rock	Rock	Status	-	-	20
15	Take Down	Normal	Physical		85	20
19	Self-Destruct	Normal	Physical		100	5
23	Rock Slide	Rock	Pfrysical	75	90	10
27	Thunder Punch	Electric	Physical	75	100	15
31	Double-Edge	Normal	Physical	120	100	15
35	Explosion	Normal	Physical	250	100	5

TM10	Die
TM23	Th
TM31	Fir
TM36	Th
TM38	Th
TM41	Ea
TM42	Se
TM46	Fit
	TM01 TM05 TM07 TM08 TM10 TM12 TM13 TM15 TM16 TM27 TM27 TM27 TM31 TM27 TM31 TM36 TM37 TM38 TM37 TM38 TM37 TM38 TM37

Normal	Physical	70	100	15	Normal
Psychic	Status	_	_	10	Self
Normal	Status	-	-	10	Self
Normal	Status	_	_	10	Self
Ground	Physical	80	100	10	Normal
Normal	Physical	70	100	20	Normal
Fighting	Physical	75	100	15	Normal
Fighting	Physical	-	100	20	Normal
Electric	Status	_	90	20	Normal
Rock	Physical	75	90	10	Many Others
Flectric	Physical	75	100	15	Normal
Poison	Status		90	10	Normal
Fire	Physical	75	100	15	Normal
Flectric	Special	90	100	15	Normal
Fine	Special	90	100	15	Normal
Electric	Special	110	70	10	Normal
Ground	Physical	100	100	10	All Others
Normal	Physical	200	100	5	All Others
Fire	Special	110	85	5	Normal
Fighting	Physical	170	100	5	Normal
Bock	Status	_	_	20	Other Side







Graveler





SPECIES STRENGTHS



POKÉDEX ENTRY Often seen rolling down mountain trails. Obstacles are just things to roll straight over, not avoid,

DAMAGE TAKEN IN BATTLES



×0.5 ×0.5







Rock Tunnel, on Victory Road, or elsewhere. Or obtain a Geodude, then level it up to Lv. 25 or higher to evolve it into Graveler.











Average weight: 231.5 lbs.



Geodude LEVEL-UP MOVES

Bide
Rock Throw
Stealth Rock
Take Down
Self-Destruct
Rock Slide

Graveler TM MOVES

Golem

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	AND SECURITION OF THE SECURITIES OF THE SECURITION OF THE SECURITIES OF THE SECURITION OF THE SECURITI	

Self	TM01	
Self	TM05	
ormal	TM07	Pr
ormal	TMOS	St
ormal	TM10	Di
Solf	TM12	Fa
ormal	TM13	
er Side	TM15	Se
ormal	TM22	
Others	TM23	
y Others	TM27	
Others	TM31	Ri
ormal	TM37	
Others	TM41	Ez
	TM42	St
	TM46	Fit
	TM49	Si
	TM56	51

leadbutt	Normal	Physical	70	100	15
lest	Psychic	Status	-	-	10
rotect	Normal	Status	_	-	10
iubstitute	Normal	Status	-	-	10
Dig	Ground	Physical	80	100	10
acade	Normal	Physical	70	100	20
Brick Break	Righting	Physical	75	100	15
eismic Toss	Righting	Physical	-	100	20
Rock Slide	Rock	Physical	75	90	10
hunder Punch	Electric	Physical	75	100	15
oxic	Poison	Status	-	90	10
ire Punch	Fire	Physical	75	100	15
lamethrower	Fire	Special	90	100	15
arthouske	Ground	Physical	100	100	10
elf-Destruct	Normal	Physical	200	100	5
ire Blast	Fire	Special	110	85	5
Inhocooned	Rohting	Physical	120	100	5
itealth Rock	Rock	Status	-	-	20

Normal	Status	-	-	10	
Normal	Status	-	-	10	
Ground	Physical	80	100	10	
Normal	Physical	70	100	20	
ighting	Physical	75	100	15	
ighting	Physical	-	100	20	
Rock	Physical	75	90	10	
Electric	Physical	75	100	15	
Poison	Status	-	90	10	
Fire	Physical	75	100	15	
Fire	Special	90	100	15	
Ground	Physical	100	100	10	
Normal	Physical	200	100	5	









Average height: 3'03"

Average weight: 242.5 lbs.

Graveler





→ Same form for male/female



SPECIES	SINEMUI
HP	STATE OF THE PARTY.
ATTACK	-
DEFENSE	

SP. DEF

POKÉDEX ENTRY

When it comes rolling down a mountain path, anything in its way gets zapped by electricity and sent flying.

MAIN WAY TO OBTAIN

Obtain an Alolan Geodude, then level it up to Lv. 25 or higher to evolve it into Alolan Graveler.





LEVEL-UP MOVES



 $\rightarrow \rightarrow \rightarrow$



Alolan Geodude

Alolan Graveler

Alolan Golem



3 Thunder Shock 6 Bide 9 Rock Throw 12 Steeth Rock 15 Take Down 19 Self-Destruct 23 Rock Side 31 Thunder Punch 39 Double-Edge 47 Explosion

TM41 Earthquake TM42 Self-Destruct TM46 Fire Blast

75 75 75 90 90 110 200 110 120



EVOLUTION MOVES

H€ 260











Golem





SPECIES STRENGTHS



POKÉDEX ENTRY Once it sheds its skin, its body turns tender and whitish. Its hide hardens when it's exposed to air.

DAMAGE TAKEN IN BATTLES

0	×0.5	○ × 0.5
0	×0.5	@ ×1
0	×4	(1) ×1





MAIN WAY TO OBTAIN

Receive a Graveler in a trade and it will immediately evolve into Golem.





EVOLUTION





TM MOVES



Geodude LEVEL-UP MOVES

Graveler

Golem

POKÉMON EXPRESSIONS

	1	Defense Curl	Normal	Status	-	-	40	Self
	1	Mega Punch	Normal	Physical	80	85	20	Normal
	1	Sand Attack	Ground	Status	=	100	15	Normal
	1	Tackle	Normal	Physical	40	100	35	Normal
	3	Sand Attack	Ground	Status	-	100	15	Normal
	6	Bide	Normal	Physical	-	-	10	Self
	9	Rock Throw	Rock	Physical	50	90	15	Normal
	12	Stealth Rock	Rock	Status	-	-	20	Other Sid
	15	Take Down	Normal	Physical	90	85	20	Normal
	19	Self-Destruct	Normal	Physical	200	100	5	All Other
	23	Rock Slide	Rock	Physical	75	90	10	Marry Othe
	31	Earthquake	Ground	Physical	100	100	10	All Other
	39	Double-Edge	Normal	Physical	120	100	15	Normal
	47	Explosion	Normal	Physical	250	100	5	All Other
ŧ								
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п								
١								

TM01	Headbutt	Normal	Physical	70	100	15	Normal	
TM05	Rest	Psychic	Status	_	-	10	Self	
TM07	Protect	Normal	Status	-	-	10	Self	
TM08	Substitute	Normal	Status	-	-	10	Self	
TM10	Dig	Ground	Physical	80	100	10	Normal	
TM12	Facade	Normal	Physical	70	100	20	Normal	
TM13	Brick Break	Fighting	Physical	75	100	15	Normal	
TM15	Seismic Toss	Righting	Physical	-	100	20	Normal	
TM22	Rock Slide	Rock	Physical	75	90	10	Many Others	
TM23	Thunder Punch	Electric	Physical	75	100	15	Normal	
TM27	Toxic	Poison	Status	-	90	10	Normal	
TM31	Fire Punch	Fire	Physical	75	100	15	Normal	
TM37	Flamethrower	Fire	Special	90	100	15	Normal	
TM41	Earthquake	Ground	Physical	100	100	10	All Others	
TM42	Self-Destruct	Normal	Physical	200	100	5	All Others	
TM46	Fire Blast	Fire .	Special	110	85	5	Normal	
TM43	Hyper Beam	Normal	Special	150	90	5	Normal	
TM49	Superpower	Fighting	Physical	120	100	5	Normal	
TM56	Stealth Rock	Rock	Status	-	-	20	Other Side	









Golem



ALOLA FORM





SPECIES STRENGTHS

HP ATTACK

DEFENSE SP. ATK SP. DEF SPEED

POKÉDEX ENTRY It uses magnetism to accelerate and fire off rocks tinged with electricity. Even if it doesn't score a direct hit, the jolt of electricity will do the job.

○ ×0.5 ○ ×0.25

MAIN WAY TO OBTAIN

Receive an Alolan Graveler in a trade and it will immediately evolve into Alolan Golem.



EVOLUTION



Lv. 25



Trade Alolan Graveler



Alolan Geodude

Alolan Graveler



LEVEL-UP MOVES

40 35 30 30 10 15 20 5 10 15 15 Rock Throw Stealth Rock Take Down Self-Destruct Rock Slide Thunder Punch Double-Erlen 85 100 90 100 100

TM10 Dig
TM12 Facade
TM13 Brick Bea
TM15 Seismic To
TM16 Thunder M
TM22 Rock Slide
TM23 Thunder P
TM27 Toxic
TM21 Tick
TM31 Fire Punch
TM36 Thunder
TM37 Filmunder
TM38 Thunder
TM41 Earthquak
TM42 Self-Destn
TM46 Fire Blast
TM48 Supernow

HAPPY

POKÉMON EXPRESSIONS









POKÉDEX ENTRY

Capable of jumping incredibly high. Its hooves and sturdy legs absorb the impact of a hard landing.

MAIN WAY TO OBTAIN Catch one when it appears on Route 17.









- ×0.5 ×0.5



Ponyta



EVOLUTION



TM MOVES



POKÉMON EXPRESSIONS

TTACKING	

1	Growl	Normal	Status	-	100	40	Many Others
1	Tackie	Normal	Physical	40	100	35	Normal
1	Tail Whip	Normal	Status	-	100	30	Many Others
5	Ember	Fire	Special	40	100	25	Normal
10	Quick Attack	Normal	Physical	40	100	30	Normal
15	Double Kick	Fighting	Physical	30	100	30	Normal
20	Stomp	Normal	Physical	65	100	20	Normal
26	Fire Spin	Fire	Special	35	85	15	Normal
32	Aglity	Psychic	Status	-	-	30	Self
38	Fice Blast	Fire	Special	110	85	5	Normal
44	Take Down	Normal	Physical	90	85	20	Normal
51	Flare Blitz	Fire	Physical		100	15	Normal

Many Others	1
Normal	T
Normal	1
Normal	13
Normal	-11
Normal	1
Self	1
Normal	87
Normal	11
Normal	1

	Rest
	Protect
408	Substitute
	Reflect
411	Will-O-Wisp
412	Facade
419	Iron Tail
427	Toxic
437	Flamethrower
	Solar Beam
446	Fire Blast

Normal	Physical	70	100	15	Normal
Psychic	Status	_	-	10	Self
Normal	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Psychic	Status	_	-	20	Your Side
Fire	Status	-	85	15	Normal
Normal	Physical	70	100	20	Normal
Steel	Physical	100	75	15	Normal
Poison	Status	_	90	10	Normal
Fire	Special	90	100	15	Normal
Grass	Special	200	100	10	Normal
Fire.	Special	110	85	5	Normal













RAPIDASH



3 Same form for male/female



SPECIES STRENGTHS

HP ATTACK DEFENSE SP. ATK SP. DEF

will give chase at top speed.

POKÉDEX ENTRY Just loves to run. If it sees something faster than itself, it

MAIN WAY TO OBTAIN Catch one when it appears on Route 17. Or obtain a Ponyta, then level it up to Lv. 40 or higher to evolve it into Rapidash.





Normal Physical 15 85 20 Normal

Lv. 40

TM MOVES













SPECIES	STRENGTHS
HP	
ATTACK	and the same of
DEFENSE	







MAIN WAY TO OBTAIN Catch one when it appears in the Seafoam Islands.



Average height: 3'11"









Slowpoke









\times			
EVOLUTION MOVES		$\times \times$	X = X
NAME	PE KIND	POW ACC P	EANGE

TM MOVES

Lv. 37

TM09 Reflect
TM10 Dig
TM12 Facade Was
TM16 Thursder Was
TM16 Thursder Was
TM16 Thursder Was
TM16 Thursder Was
TM27 Toolc
TM28 Til Attack
TM29 Scald
TM27 Flamestrowe
TM30 Calm Mind
TM37 Flamestrowe
TM40 Psychic
TM40 Shadow Boll
TM41 Enthquake
TM41 Shadow Boll
TM43 Shadow Boll
TM43 Shadow Boll
TM45 Psychic
TM45 Psychic
TM47 Psychic
TM51 Bildzard
TM55 Re Beam
TM57 Psy Day
TM59 Dream Eater

80 70









Slowbro







Same form for male/female



SPECIES STRENGTHS

HP ATTACK DEFENSE

SP. ATK SP. DEF SPEED

POKÉDEX ENTRY

Lives lazily by the sea. If the Shellder on its tail comes off, it becomes a Slowpoke again.

MAIN WAY TO OBTAIN

Catch one when it appears in the Seafoam Islands, especially on B4F. Or obtain a Slowpoke, then level it up to Lv. 37 or higher to evolve it into Slowbro.





Slowpoke

Lv. 37







LEVEL-UP MOVES

Growl	Normal	Status	-	100	40	Many Others
Stomp	Normal	Physical	65	100	20	Normal
Tackie	Normal	Physical	40	100	35	Normal
Water Gun	Water	Special	40	100	25	Normal
Withdraw	Water	Status	-	-	40	Self
Yawn	Normal	Status	-	-	10	Normal
Grossel	Normal	Status	-	100	40	Many Others
Water Gun	Water	Special	40	100	25	Normal
Confusion	Psychic	Special	50	100	25	Normal
Disable	Normal	Status	-	100	20	Normal
Rest	Psychic	Status	-	=	10	Self
Surf	Water	Special	90	100	15	All Others
Psychic	Psychic	Special	90	100	10	Normal
Amnesia	Psychic	Status	-	-	20	Self

	Substitute
TM09	Reflect
TM10	Dia
TM12	Facade
TM13	Brick Break
	Seismic Toss
TM16	Thunder Wave
	Iron Tail
	Foul Play
TM27	
	Tri Attack
TM29	
77477	Calm Mind
	ke Punch
	Flamethrower
TM40	Psychic
	Earthquake
TM43	Shadow Ball
TM46	Fire Blast
TM47	
TMAR	Hyper Beam

TM MOVES

iC .					
íc	Status Status Status Status Status Status Physical	-	_	10	Self
ic	Status	_	_	30	Your Side
al	Status	-	-	10	Self
al	Status	-	-	10	Self
iic :	Status	_	-	20	Your Side
nd	Physical	80	100	10	Normal
ıal	Physical	70		20	Normal
ng	Physical	75	100	15	Normal
ng	Physical	-	100		Normal
ric	Status	-	90	20	Normal
4	Physical	100	75	15	Normal
k	Physical	95	100	15	Normal
m	Status	=	90	10	Normal
ice	Special	80	100	10	Normal
er	Special	80	100	15	Normal
ÝC.	Status	-	-	20	Self
	Physical	75	100	15	Normal
	Special	90	100	15	Normal
ic.	Special	90	100	10	Normal
nd	Physical	100	100	10	All Others
st	Special	80	100	15	Normal
	Special	110	85	5	Normal
er	Special	90	100	15	All Others
ıal	Special	150	90	5	Normal

Physical 70 100 15 Normal

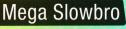
















Buy a Slowbronite, then Mega Evolve Slowbro during battle.



Mega Slowbro

Slowbro SPECIES STRENGTHS

ATTACK SP. ATK SP. DEF SPEED

REQUIRED MEGA STONE: Buy it from a seller who appears at

the Pokémon League once you have become Champion (p. 103).

×0.5 🕥 ×2





Magnemite











Gender unknown

SPECIES STRENGTHS

HP ATTACK DEFENSE SP. ATK

SP DEF SPEED

POKÉDEX ENTRY

It is hatched with the ability to defy gravity. It floats while emitting powerful electromagnetic waves.

DAMAGE TAKEN IN BATTLES

×0.5 ×1 ○ × 0.5

×0.5 ×0.5 ×0.5 ×0.5 ×0.5

×0.25 ×0.5

MAIN WAY TO OBTAIN

Catch one when it appears in the Power Plant.





Lv. 30



Magnemite

Magneton



	1	Supersonic	Normal	Status	-	55	20	Normal
	1	Tackle	Normal	Physical	40	100	35	Normal
	5	Thunder Shock	Electric	Special	40	100	30	Normal
	10	Thunder Wave	Electric	Status	-	90	20	Normal
		Sonic Boom	Normal	Special	-	90	20	Normal
	20	Light Screen	Psychic	Status	-	-	30	Your Side
	26	Thunderbolt	Electric	Special	90	100	15	Normal
		Screech	Normal	Status	-	85	40	Normal
	38	Flash Cannon	Steel	Special	80	100	10	Normal
	44	Thunder	Electric	Special	110	70	10	Normal
1								

TM04	Teleport	Ps
TM05	Rest	Psi
TM06	Light Screen	Po
TM07	Protect	No
TMOS	Substitute	No
TM09	Reflect	Pg
TM12	Facade	No
TM16	Thunder Wave	Ele
TM27	Toxic	Po
TM36	Thunderbolt	Ele
TM38	Thunder	Ele
TM54	Flash Cannon	5

TM MOVES

TM01 Headbutt

ormal	Physical	70	100	15	Normal	
sychic	Status	_	-	20	Self	
sychic	Status	-	-	10	Self	
sychic	Status	-	-	30	Your Side	
ormal	Status	-	-	10	Self	
ormal	Status	-	-	10	Self	
sychic	Status	-	-	20	Your Side	
ormal	Physical	70	100	20	Normal	
lectric	Status	-	90	20	Normal	
bison	Status	-	90	10	Normal	
lectric	Special	90	100	15	Normal	
lectric	Special	110	70	10	Normal	
Steel	Special	80	100	10	Normal	







EVOLUTION MOVES

LEVEL-UP MOVES



HP ATTACK DEFENSE SP. ATK SP DEF SPEED

DAMAGE TAKEN IN BATTLES

0	×0.5	O	×0.25
0	×2	0	×0.5
0	×1	0	×0.5
0	×0.5	0	×0.5
-		0	

POKÉDEX ENTRY

Generates strange radio signals. It raises the temperature by 3.6 degrees Fahrenheit within 3,300 feet.

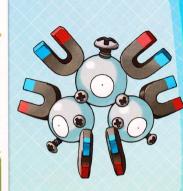
×0.5

×0.25

MAIN WAY TO OBTAIN

Catch one when it appears in the Power Plant, Or obtain a Magnemite. then level it up to Lv. 30 or higher to evolve it into Magneton.







Magnemite



Magneton

POKÉMON EXPRESSIONS





ETOLUTION	MOTES
EVOLUTION	MUNES

LEVEL-UP MOVES

Special 80 100 10

тм	MOVES						
600	193391						
M01	Headbutt	Normal	Physical	70	100	15	Norn
M04	Teleport	Psychic	Status	-	-	20	Sel
M05	Rest	Psychic	Status	-	-	10	Sel
M06	Light Screen	Psychic	Status	-	_	30	Your !
	Protect	Normal	Status	_	_	10	Sel
MOR	Substitute	Normal	Status	-		10	Sel
	Reflect	Psychic	Status	-	-	20	Your !
M12	Facade	Normal	Physical	70	100	20	Non
	Thursday Wives	Flactric	Status				Norr

TM01	Headbutt	Normal	Physical	70	100	15	Normal	
TM04	Teleport	Psychic	Status	-	-	20	Self	
TM05	Rest	Psychic	Status	-	-	10	Self	
TM06	Light Screen	Psychic	Status	-	-	30	Your Side	
TM07	Protect	Normal	Status	-	-	10	Self	
TM08	Substitute	Normal	Status	-	-	10	Self	
TM09	Reflect	Psychic	Status	-	-	20	Your Side	
TM12	Facade	Normal	Physical	70	100	20	Normal	
TM16	Thunder Wave	Electric	Status	-	90	20	Normal	
TM27	Toxic	Poison	Status	-	90	10	Normal	
TM28	Tri Attack	Normal	Special	80	100	10	Normal	
TM36	Thunderbolt	Electric	Special	90	100	15	Normal	
TM38	Thunder	Electric	Special	110	70	10	Normal	
TM48	Hyper Beam	Normal	Special	150	90	5	Normal	
TM54	Flash Cannon	Steel	Special	80	100	10	Normal	















Same form for male/female



SPECIES	STRENGT
HP	
ATTACK	11000
DEFENSE	-
SP. ATK	
SP. DEF	
COULD	

×1
⊘ ×1
② ×0.5
O 42

POKÉDEX ENTRY

They live where reedy plants
grow. Farfetch'd are rarely seen,
so it's thought their numbers are
decreasing.

○ ×2	① ×0
⊗ ×2	① ×1
×1	① ×1
② ×1	① ×1

MAIN WAY TO OBTAIN

Catch one when it appears on Route 12 or Route 13.



EVOLUTION

(DOES NOT EVOLVE)





	Feint	Normal	Physical	30	100	10	Norm
ı	Leer	Normal	Status	-	100	30	Many O
	Mirror Move	Flying	Status	-	-	20	Norm
ú	Peck	Flying	Physical	35	100	35	Norm
٩	Poison Jab	Poison	Physical		100	20	Norm
ı	Quick Attack	Normal	Physical		100	30	Norm
۲	Sand Attack	Ground	Status	_	100	15	Norm
1	Focus Energy	Normal	Status	-	-	30	Self
	Cut	Normal	Physical	50	95	30	Norm
		Grass	Physical			25	Marry O
8		Normal	Physical		85	20	Norm
2		Psychic	Status	-	-	30	Self
	Slash	Normal	Physical	70	100	20	Norm
			Special		95		Norm
	Air Slash	Flying Normal	Status			20	Selt
	Swords Dance				-		
Ð	Sky Attack	Flying	Physical	200	90	5	Norm

LEVEL-UP MOVES

1100	MOVES	
	Headbutt	
	Helping Hand	
TM05	Rest	
TM07	Protect	
	Substitute	
	Reflect	
	Facade	
TM14		
	U-turn	
TM19	Iron Tail	

nal	Physical	70	100	15	Normal	
lien	Status	-	-	20	1 Ally	
hic	Status	-	_	10	Self	
nal	Status	-	-	10	Self	
nal	Status	_	_	10	Self	
hic	Status		-	20	Your Side	
lsn	Physical	70	100	20	Normal	
ng	Physical	90	95	15	Normal	
q		70	100	20	Normal	
el	Physical	100	75	15	Normal	
on	Physical	80	100	20	Normal	
on	Status	-	90	10	Normal	
ng	Status	-	-	10	Self	









EVOLUTION MOVES

1 270

Doduo





HP	and-
ATTACK	
DEFENSE	and the same
SP. ATK	and a
SP. DEF	and the same
SPEED	

POKÉDEX ENTRY

Its short wings make flying difficult. Instead, this Pokémon runs at high speed on developed legs.

MAIN WAY TO OBTAIN Catch one when it appears on Route 16, Route 17, or Route 18 (East).



















POKÉMON EXPRESSIONS HAPPY

EVOLUTION MOVES

LEVEL-UP MOVES

1 Growl 1 Peck 5 Quick Attack 10 Rage 16 Fury Attack 22 Agility 27 Drill Peck 32 Swords Dan 38 Jump Kick 44 Thrash



Lv. 31

188	21100
TM01	Headbutt
TM05	
TM07	Protect
TM08	Substitute
TM09	Reflect
TM12	Facade
TM14	Fly
TM27	Toxic
TM50	Roost









Dodrio







→ ♀ | The female has beige necks, while the male has black necks.



SPECIES STRENGTH

SPECIES	STRENGTH
HP	NAME OF TAXABLE PARTY.
ATTACK	0.000
DEFENSE	-
SP. ATK	*****
SP. DEF	and the same of

DAM	AGE TAKE	IN BATTL
0	×1	3 ×1
0	×1 (② ×1
0	×1	0.5
0	×0.5	2) ×2

POKÉDEX ENTRY

SPEED

One of Doduo's two heads splits to form a unique species. It runs close to 40 mph in prairies.

○ ×2	① ×0
⊗ ×2	
(C) ×1	① ×1
② ×1	① ×1
60 va	(A) v1

MAIN WAY TO OBTAIN

Catch one when it appears on Route 16 or Route 17, or more commonly on Route 18 (East). Or obtain a Doduo, then level it up to Lv. 31 or higher to evolve it into Dodrio.



EVOLUTION



Lv. 31 →→→



LEVEL-UP MOVES							
IV.	NAME	TYPE					
1	Growl	Normal	Status	-	100	40	Many Others
1	Mirror Move	Flying	Status	-	-	20	Normal
1	Peck	Flying	Physical	35	100	35	Normal
1	Quick Attack	Normal	Physical	40	100	30	Normal
1	Rage	Normal	Physical	20	100	20	Normal
1	Supersonic	Normal	Status	-	55	20	Normal
1	Tri Attack	Normal	Special	80	100	10	Normal
5	Quick Attack	Normal	Physical	40	100	30	Normal
10	Rage	Normal	Physical	20	100	20	Normal
16	Fury Attack	Normal	Physical	15	85	20	Normal
22	Aplity	Psychic	Status	-	-	30	Self
27	Drill Peck	Flying	Physical	80	100	20	Normal
37	Swords Dance	Normal	Status	-	-	20	Self
43	Jump Kick	Fighting	Physical	100	95	10	Normal
59	Thrash	Normal	Physical	120	100	10	1 Random
	VOLUTION MO	OVES Normal	IND Special	POW 80	100	72	EANGE Normal

MOVES						
10,000						
Headbutt	Normal	Physical	70	100	15	Normal
Taunt	Dark	Status	-	100	20	Normal
Rest	Psychic	Status	_	_	10	Self
Protect	Normal	Status	-	-	10	Self
Substitute	Normal	Status	-	-	10	Self
Reflect	Psychic	Status		-	20	Your Sid
Facade	Normal	Physical	70	100	20	Normal
Fly	Flying	Physical	90	95	15	Normal
Toxic	Poison	Status	_	90	10	Normal
Tri Attack	Normal	Special	80	100	10	Normal
Huner Roam	Normal	Special	150	90	5	Normal











HP	STATE OF THE PARTY.
ATTACK	0.00
DEFENSE	STATE OF THE PARTY.
SP. ATK	100
00 000	

SPEED **POKÉDEX ENTRY** Loves freezing-cold conditions. Relishes swimming in a frigid climate of around 14 degrees Fahrenheit.

- 1	0	^1	U	^1	
- 1	0	×0.5	@	×1	
- 1	-		-		

DAMAGE TAKEN IN BATTLES





MAIN WAY TO OBTAIN

Catch one when it appears in the Seafoam Islands.







POKÉMON EXPRESSIONS

	1	Headbutt	Normal	Physical	70	100	15	Normal
	4	Growl	Normal	Status	-	100	40	Many Others
	8	Encore	Normal	Status	-	100	5	Normal
	12	Aqua Jet	Water	Physical		100	20	Normal
	16	Ice Shard	ke	Physical	40	100	30	Normal
	20	Rest	Psychic	Status	-	-	10	Self
	26	Aurora Beam	Ice	Special	65	100	20	Normal
	32	Waterfall	Water:	Physical	80	100	15	Normal
		Take Down	Normal	Physical	90	85	20	Normal
	44	Ice Beam	Ice	Special	90	100	10	Normal
	50	Double-Edge	Normal	Physical	120	100	15	Normal
E								
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1								

TM03	Helping Hand
TM05	
TM07	Protect
	Substitute
	Facade
	Iron Tail
TM25	Waterfall
TM27	
TM47	
	Blizzard
TMSS	Ice Beam
TM57	Pay Day
TM58	Drill Run
TM60	Megahorn
	MANAGE PARTY

TM MOVES

TM01 Headbutt

ormal	Physical	70	100	15	Normal
ormal	Status	-	-	20	1 Ally
sychic	Status	-	-	10	Self
ormal	Status	_	_	10	Self
ormal	Status	-	-	10	Self
ormal	Physical	70	100	20	Normal
Steel	Physical	100	75	15	Normal
Vater	Physical	80	100	15	Normal
pison	Status	_	90	10	Normal
Vater	Special	90	100	15	All Others
Ice	Special	110	70	5	Many Others
Ice	Special	90	100	10	Normal
ormal	Physical	40	100	20	Normal
bruce	Physical	80	95	10	Normal





LEVEL-UP MOVES

Dewgong







Same form for male/female



PECIES	STRENGT
IP .	CONTRACT.
TTACK	
EFENSE	
P. ATK	OTHER DESIGNATION.
P. DEF	

DAMAGE	MAKEN IN DALI	-
① ×1	(3 ×1	
 (() ×1	@ ×1	
○ ×0.	5 🔘 ×1	

POKÉDEX ENTRY

Its entire body is a snowy white. Unharmed by even intense cold, it swims powerfully in icy waters.

0	×2	0	×1
0	×0.25	0	×1
0	×2	0	×1
0	×1	0	×1

MAIN WAY TO OBTAIN

Catch one when it appears in the Seafoam Islands, especially on B4F. Or obtain a Seel, then level it up to Lv. 34 or higher to evolve it into Dewgong.













TM01 Headburt
TM03 Helping H
TM05 Rest
TM07 Protect
TM08 Substitut
TM12 Facade
TM19 Iron Tail
TM27 Tooic
TM47 Suf
TM48 Hyper Be
TM59 Rest
TM59 Rest
TM50 Drill Result
TM50 Drill Result
TM60 Meaulon

	Normal	Physical	70	100	15	
d	Normal	Status		-	20	
	Psychic	Status		_	10	
	Normal	Status	-	-	10	
	Normal	Status	-	-	10	
	Normal	Physical	70	100	20	
	Steel	Physical		75		
	Water	Physical	80	100	15	
	Poison	Status	-	90		
	Water	Special	90	100	15	-
	Normal	Special	150	90	5	
	ke	Special	110	70	5	M
	Ice	Special	90	100	10	
	Normal	Physical	40	100	20	
	Ground	Physical	80	95	10	
	Bug	Physical		85	10	









✓ Same form for male/female



POKÉDEX ENTRY Made of congealed sludge. It smells too putrid to touch. Even weeds won't grow in its path.

DAMAGE TAKEN IN BATTLES

(O) ×1	(×1
() ×1	○ ×0.5







MAIN WAY TO OBTAIN





Grimer









TM MOVES



Grimer Poison Status — 90 40 Many Others

LEVEL-UP MOVES

EVOLUTION MOVES

Muk

PO	KÉMO PRESS	N	X
HA	PPY		K
	No.		
U	NHAP	РΥ	
		生	
	ATTAC	KING	
		6.	

	6	Harden	Normal	Status	-	-	30	Self
	12	Minimize	Normal	Status	-	-	10	Self
	18	Disable	Normal	Status	_	100	20	Normal
	24	Sludge	Poison	Special	65	100	20	Normal
	30	Screech	Normal	Status	-	85	40	Normal
	36		Poison	Status	_	90	10	Normal
		Acid Armor	Poison	Status	-	-	20	Self
		Sludge Bomb	Paison	Special	90	100	10	Normal
	-	Jibage Dellis	1 mani	spream				
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TIM01	Headbutt	Normal	Physical	70	100	15	Normal	
TIM02	Taunt	Dark	Status	-	100	20	Normal	
TM03	Helping Hand	Normal	Status	-		20	1 Ally	
TM05	Rest	Psychic	Status	_	_	10	Self	
TM07	Protect	Normal	Status	-	-	10	Self	
TIM08	Substitute	Normal	Status	-	-	10	Self	
TM10	Dig	Ground	Physical	80	100	10	Normal	
TM12	Facade	Normal	Physical	70	100	20	Normal	
TM22		Rock	Physical	75	90	10	Many Others	
TM23	Thunder Punch	Electric	Physical	75	100	15	Normal	
TM26	Poison Jab	Poison	Physical	80	100	20	Normal	
TM27	Toxic	Poison	Status	-	90	10	Normal	
TM31	Fire Punch	Fire	Physical	75	100	15	Normal	
	Ice Punch	Ice	Physical	75	100	15	Normal	
	Thunderbolt	Electric	Special	90	100	15	Normal	
TM37	Ramethrower	Fire	Special	90	100	15	Normal	
	Thunder	Electric	Special	110	70	10	Normal	
TM42	Self-Destruct	Normal	Physical	200	100	5	All Others	Α
TM43	Shadow Ball	Ghost	Special	80	100	15	Normal	
	Fire Blast	Fire	Special	110	85	5	Normal	
	Sludge Bomb	Poison	Special	90	100	10	Normal	
TM53	Mega Drain	Grass	Special	75	100	10	Normal	







Grimer











ECIES	STRENGTHS	0
ACK		1

ATT DEFENSE SP. ATK

SP HP

SP. DEF SPEED

POKÉDEX ENTRY

It has a passion for trash above all else, speedily digesting it and creating brilliant crystals of sparkling poison.

MAIN WAY TO OBTAIN

Trade a Grimer for one in the Pokémon Center on Cinnabar Island (p. 92) in Pokémon: Let's Go, Pikachu! Obtain one in a trade if you are playing Pokémon: Let's Go, Eevee!, as it does not appear in that game.



EVOLUTION



Lv. 38

TM37 Flamethrow TM42 Self-Destruc TM43 Shadow Bal TM46 Fire Blast

Alolan Muk



ı	LEVEL-UP MOVES									
w	NAME	TYPE								
1	Poison Gas	Poison	Status	-	90	40	Many Others			
1	Pound	Normal	Physical	40	100	35	Normal			
6	Harden	Normal	Status	-	-	30	Self			
12	Minimize	Normal	Status	_	-	10	Self			
18	Disable	Normal	Status	-	100	20	Normal			
24	Bite	Dark	Physical	60	100	25	Normal			
30	Screech	Normal	Status	-	85	40	Normal			
36	Crunch	Dark	Physical	80	100	15	Normal			
42	Acid Armor	Poison	Status	-	-	20	Self			



EVOLUTION MOVES

TM MOVES TM22 Rock Slide TM23 Thunder Po TM26 Poison Jab TM27 Toxic 75 75 90 200 80 110 90 75 100 100 100 100 85 100



Muk





SPECIES STRENGTHS



POKÉDEX ENTRY Smells so awful, it can cause fainting. Through degeneration of its nose, it lost its sense of smell.

DAMAGE TA	KEN IN BATTLES
① ×1	3 ×1
(A) ×1	○ ×0.5













MAIN WAY TO OBTAIN

Catch one when it appears in the Power Plant or the Pokémon Mansion, especially on B1F, in Pokémon: Let's Go. Pikachu! Or obtain a Grimer, then level it up to Lv. 38 or higher to evolve it into Muk.





TM MOVES



Grimer

Muk

POKÉMON EXPRESSION

	1 12 111 111



- <u>)8(</u> -	EVOLUT
	NAM

1	Harden	Normal	Status	-	-	30	Self
1	Haze	Ice	Status	_	-	30	Both Sides
1	Minimize	Normal	Status	-	-	10	Self
1	Moonblast	fairy.	Special	95	100	15	Normal
1	Poison Gas	Poison	Status	-	90	40	Marry Others
1	Pound	Normal	Physical	40	100	35	Normal
6	Harden	Normal	Status	-	-	30	Self
12	Minimize	Normal	Status	-	-	10	Self
18	Disable	Normal	Status	-	100	20	Normal
24	Sludge	Poison	Special	65	100	20	Normal
30	Screech	Normal	Status	-	85	40	Normal
36	Toxic	Poison	Status	-	90	10	Normal
48	Acid Armor	Poison	Status	-	-	20	Self
60	Sludge Bomb	Poison	Special	90	100	10	Normal

Sides	TM02	
ielf		Helping Hand
imal	TM05	Rest
Others	TM07	Protect
emal		Substitute
elf	TM10	
ielf		Facade
irmal		Brick Break
rmal		Dark Pulse
rmal	TM22	Rock Slide
rmal	TM23	Thunder Punc
self	TM26	Poison Jab
rmal	TM27	Toxic
		Fire Punch
	TM35	ke Punch
	TM36	Thunderbolt
		Flamethrowe
	TM38	Thunder
		Self-Destruct
	TM43	Shadow Ball
		Fire Blast
		Hyper Beam
	TM52	Sludge Bomb

	Dark	Status	-	100	20
	Normal	Status	-	-	20
	Psychic	Status	_	_	10
	Normal	Status	-	-	10
	Normal	Status	_	-	10
	Ground	Physical	80	100	10
	Normal	Physical	70	100	20
	Fighting	Physical	75	100	15
	Dark	Special	80	100	15
	Rock	Physical	75	90	10
h	Electric	Physical	75	100	15
	Poison	Physical	80	100	20
	Poison	Status	-	90	10
	Fire	Physical	75	100	15
	Ice	Physical	75	100	15
	Electric	Special	90	100	15
	Fire	Special	90	100	15
	Electric	Special	110	70	10
	Normal	Physical	200	100	5

Ground	Physical	80	100	10	No
Normal	Physical	70	100	20	No
Fighting	Physical	75	100	15	No
Dark	Special	80	100	15	No
Rock	Physical	75	90	10	Mary
Electric	Physical	75	100	15	No
Poison	Physical	80	100	20	No
Poison	Status	-	90	10	No
Fire	Physical	75	100	15	No
Ice	Physical	75	100	15	No
Electric	Special	90	100	15	No
Fire	Special	90	100	15	No
Flectric	Special	110	70	10	No
Normal	Physical	200	100	5	All
Ghost	Special	80	100	15	No
Fire	Special	110	85	5	N
Normal	Special	150	90	5	140







LEVEL-UP MOVES







Lv. 38 $\rightarrow \rightarrow \rightarrow$



Alolan Grimer



Ц	EVEL-UP MO							ı
1	Harden	Normal	Status	-	-	30	Self	1
1	Haze	ke	Status	-	-	30	Both Sides	
1	Minimize	Normal	Status	-	-	10	Self	1
1	Moonblast	Fairy	Special	95	100	15	Normal	
1	Poison Gas	Poison	Status	-	90	40	Many Others	1
1	Pound	Normal	Physical	40	100	35	Normal	- 1
6	Harden	Normal	Status	-	-	30	Self	1
12	Minimize	Normal	Status	-	-	10	Self	-
18	Disable	Normal	Status	-	100	20	Normal	_1
24	Bite	Dark	Physical	60	100	25	Normal	1
30	Screech	Normal	Status	-	85	40	Normal	-1
36	Crunch	Dark	Physical	80	100	15	Normal	- 1
48	Acid Armor	Poison	Status	-	-	20	Self	1
60	Sludge Bomb	Palson	Special	90	100	10	Normal	- 1
								1
								1
								- 1
								- 1
								-1
								1
								-1
								1

EVOLUTION MOVES

TM MOVES 17401 Headbutt
17403 Harvi
17403 Helping Hand
17403 Helping Hand
17405 Rest
17407 Protect
17406 Substitute
17410 Dig
17411 Sacds
17411 Sacds
17411 Sacds
17412 Rock Side
17413 Brick Beack
17412 Rock Side
17413 Rock Side
17413 Sacds
17414 Sacds
17414 Rock Side
17414 Sacds
17414 Sacds
17414 Sacds
17414 Shape Bean
17415 Sudge Desin
17415 Mass Polype Bean
17415 Sudge Desin



	0.00				
Normal	Physical	70	100	15	Normal
Dark	Status	-	100	20	Normal
Normal	Status	-	-	20	1 Ally
Psychic	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Ground	Physical	80	100	10	Normal
Normal	Physical	70	100	20	Normal
Fighting	Physical	75	100	15	Normal
Dark	Special	80	100	15	Normal
Dark	Physical	95	100	15	Normal
Rock	Physical	75	90	10	Marry Others
Electric	Physical	75	100	15	Normal
Poison	Physical	80	100	20	Normal
Poison	Status	-	90	10	Normal
Fire	Physical	75	100	15	Normal
lce	Physical	75	100	15	Normal
Fire	Special	90	100	15	Normal
Normal	Physical	200	100	5	All Others
Ghost	Special	80	100	15	Normal
Fire	Special	110	85	5	Normal









ATTACK SP. DEF

SPEED **POKÉDEX ENTRY**

The shell can withstand any attack. However, when it is open, the tender body is exposed.

MAIN WAY TO OBTAIN Catch one when it appears in the Seafoam Islands (B3F or B4F).



Shellder













Shellder



	1	Tackle	None
		Water Gun	Was
	4	Withdraw	Was
	9	Leer	Norm
	13	Ice Shard	Ice
	18	Supersonic	Norm
	22	Clamp	Wat
	27	Aurora Beam	lce
	31	Protect	Norm
	36	ke Beam	Ice
N	40	Shell Smash	Norm
P	45	Hydro Pump	Wat
1			
2			

POKÉMON EXPRESSIONS





	~	 ,,	•
1			

Normal	Physical	70	100	15	Normal
Psychic	Status	-	-	20	Self
Psychic	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Psychic	Status	-	-	20	Your Side
Normal	Physical	70	100	20	Normal
Poison	Status	-	90	10	Normal
Normal	Special	80	100	10	Normal
Normal	Physical	200	100	5	All Others
Water	Special	90	100	15	All Others
ke	Special	110	70	5	Many Others









Cloyster







♂ ♀ | Same form for male/female



SPECIES STRENGTHS ATTACK DEFENSE SP. ATK

POKÉDEX ENTRY

SP. DEF

For protection, it uses its harderthan-diamond shell. It also shoots spikes from the shell.

MAIN WAY TO OBTAIN

Catch one when it appears in the Seafoam Islands (B3F or B4F). Or obtain a Shellder, then use a Water Stone on it to evolve it into Cloyster.









20 40 25 40 100 100 100 100 100











Normal Physical 20 100 15



♂ ♀ | Same form for male/female



SPECIES STRENGTHS

HP	ALM .
ATTACK	STATE OF THE PARTY.
DEFENSE	##
SP. ATK	DEFERM
SP. DEF	HIRE.

s

SP. ATK	
SP. DEF	HOM.
SPEED	-
POKÉDE	X ENTRY
Said to app	pear in decrepit,

deserted buildings. It has no real shape, as it appears to be made of a gas.

DAMAGE TAKEN IN BATTLES







×0.5

MAIN WAY TO OBTAIN

Catch one when it appears in the Pokémon Tower (3F through 6F) once you have the Silph Scope.







Gastly

Lv. 25



Haunter



TM MOVES



30 30 30 70 80 80 100 100 70 100 90 100 85 100 90 100 100 30 20 10 40 15 15 5 10 15 15

1MO1 Headbutt TMO5 Rest 1 TMO7 Protect 1 TMO7 Protect 1 TMO7 Sept 1 TMO7 Protect 1 TMO7 Substitute 1 TMO7 Substitute 1 TMO7 Substitute 1 TMO7 Imore 1 TMO7 Imore





POKÉMON EXPRESSIONS

Haunter









→ P | Same form for male/female



SPECIES STRENGTHS

HP ATTACK DEFENSE SP. ATK

SP. DEF

POKÉDEX ENTRY

By licking, it saps the victim's life, It causes shaking that won't stop until the victim's demise.

MAIN WAY TO OBTAIN

Catch one when it appears in the Pokémon Tower (3F through 6F, but most commonly on 6F) once you have the Silph Scope. Or obtain a Gastly, then level it up to Lv. 25 or higher to evolve it into Haunter.





Lv. 25





Gastly

Name and Address of the Owner, where the Owner, which the	
EL-UP MO	VES
	and the last
MARKE	111
ionfuse Ray	Gho

NAME	TYPE					
Confuse Ray	Ghost	Status	-	100	10	Normal
Hypnosis	Psychic	Status	-	60	20	Normal
Lick	Ghost	Physical	30	100	30	Normal
Smog	Poison	Special	30	70	20	Normal
Confuse Ray	Ghost	Status	_	100	10	Normal
Poison Gas	Poison	Status	-	90	40	Many Others
Night Shade	Ghost	Special	-	100	15	Normal
Will-O-Wisp	Fire	Status	-	85	15	Normal
Sucker Punch	Dark	Physical	70	100	5	Normal
Toxic	Poison	Status	-	90	10	Normal
Shadow Ball	Ghost	Special	80	100	15	Normal
Dark Pulse	Dark	Special	80	100	15	Normal
Dream Eater	Psychic	Special	100	100	15	Normal

TM	MOVES	
(th)	NAME	
M01	Headbutt	N
M02	Taunt	
	Rest	P
	Protect	N
80M	Substitute	N
	Wil-O-Wisp	
	Facade	N
	Dark Pulse	
	Foul Play	
	Thunder Punch	E
	Poison Jab	P
	Texic	F
	Fire Punch	
M32	Dazzling Gleam	В

	Normal	Physical	70	1
lse	Dark	Special	80	1
Punch	Dark	Physical	95	1
	Electric	Physical	75	1
ab	Poison	Physical	80	1
	Poison	Status	-	9
ch	Fire	Physical	75	1
Gleam	Fairy	Special	80	1
h bolt	Ice	Physical	75	1
bolt	Electric	Special	90	1
	Electric	Special	110	-
	Psychic	Special	90	1
truct	Normal	Physical	200	1
Ball	Ghost	Special	80	1
Bomb	Poison	Special	90	1
rain	Grass	Special	75	1
ater	Psychic	Special	100	1











HP	
ATTACK	-
DEFENSE	-
SP. ATK	THE PERSON
SP. DEF	

SPEED **POKÉDEX ENTRY**

A Gengar is close by if you feel a sudden chill. It may be trying to lay a curse on you.

DAMAGE TAKEN IN BATTLES

~0	O ^1
(€) ×1	
○ ×1	○ ×0.25





MAIN WAY TO OBTAIN

Receive a Haunter in a trade and it will immediately evolve into Gengar.



Gengar









Lv. 25





Smog Confuse Ray Poison Gas Night Shade Will-O-Wisp Sucker Punch

7 Poison Gas 12 Night Shade 14 Will-O-Wisp 19 Sucker Punch 21 Toxic 30 Shadow Ball 36 Dark Pulse 45 Dream Eater Poison Ghost Fire Dark Poison Ghost

Gastly

LEVEL-UP MOVES

10 20 30 20 30 20 10 40 15 15 5 10 15 15 - 30 30 - 70 80 80 100 100 70 100 90 100 85 100 100 100 100

Haunter

TM MOVES

EM01	Headbutt
TM02	Taunt
TM05	Rest
FM07	Protect
TM08	Substitute
EM11	Will O. Wisn

TM35 ke Punch TM36 Thunderbolt TM38 Thunder TM40 Psychic TM42 Self-Destruct TM43 Shadow Ball TM48 Hyper Beam TM52 Sludge Bornt TM53 Mega Drain

Facade Brick Break Seismic Toss Dark Pulse Foul Play









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1	ATTACKING
	-
	W HATCH

POKÉMON EXPRESSIONS

MEGA GENGAR

Mega Gengar



MEGA EVOLUTION



Gengar





SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP. DEF

SPEED

REQUIRED MEGA STONE: GENGARITE

Buy it from a seller who appears at the Pokémon League once you have become Champion (p. 103).





DAMAGE TAKEN IN BATTLES

×0.5



SPECIES STRENGTHS



POKÉDEX ENTRY

Burrows at high speed in search of food. The tunnels it leaves are used as homes by Diglett.

MAIN WAY TO OBTAIN

Catch one when it appears in Mt. Moon, or more commonly in the Rock Tunnel or on Victory Road.





EVOLUTION

(DOES NOT EVOLVE)

TM MOVES



	1	Bind	Normal	Physical	15	85	20	Normal
	1	Harden	Normal	Status	-	-	30	Self
	1	Rock Throw	Rock	Physical	50	90	15	Normal
	1	Tackle	Normal	Physical	40	100	35	Normal
	5	Stealth Rock	Rock	Status	-	-	20	Other Side
	10	Rage	Normal	Physical	20	100	20	Normal
	15	Screech	Normal	Status	-	85	40	Normal
	20	Dig	Ground	Physical	80	100	10	Normal
	25	Slam	Normal	Physical	80	75	20	Normal
	30	Rock Slide	Rock	Physical	75	90	10	Many Other
	35	Earthquake	Ground	Physical	100	100	10	All Others
		Iron Tail	Steel	Physical		75	15	Normal
	45	Double-Edge	Normal	Physical	120	100	15	Normal
ĸ								
1								
ı								
1								

LEVEL-UP MOVES

EVOLUTION MOVES

Facade 17 Dragon, 17 Dragon, 17 Dragon, 17 Toxic 17 Toxic















Same form for male/female



SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP DEF

POKÉDEX ENTRY If you sleep by it all the time, it will sometimes show you dreams it had eaten in the past.

MAIN WAY TO OBTAIN Catch one when it appears on Route 11.









	Hypn	
MONEC		

W)1	Headbutt	Normal	Physical	70	100	15	Normal
VI)2	Taunt	Dark	Status	_	100	20	Normal
VI))4	Teleport	Psychic	Status	-	-	20	Self
W05	Rest	Psychic	Status	-	-	10	Self
W)6	Light Screen	Psychic	Status	-	-	30	Your Side
V907	Protect	Normal	Status	-	-	10	Self
W08	Substitute	Normal	Status	-	-	10	Self
W09	Reflect	Psychic	Status	-	-	20	Your Side
M12	Facade	Normal	Physical	70	100	20	Normal
W13	Brick Break	Fighting	Physical	75	100	15	Normal
W15	Seismic Toss	Fighting	Physical	-	100	20	Normal
W16	Thunder Wave	Electric	Status	-	90	20	Normal
W21	Foul Play	Dark	Physical	95	100	15	Normal
W23	Thunder Punch	Electric	Physical	75	100	15	Normal
	Toxic	Poison	Status	_	90	10	Normal
	Tri Attack	Normal	Special	80	100	10	Normal
W31	Fire Punch	Fire	Physical	75	100	15	Normal
	Dazzlino Gleam	Fairy	Special	80	100	10	Many Others
W33	Calm Mind	Psychic	Status	-	_	20	Self
435	Ice Punch	Ice	Physical	75	100	15	Normal
	Psychic	Psychic	Special	90	100	10	Normal
	Shadow Ball	Ghost	Special	80	100	15	Normal
	Dream Eater	Psychic	Special	100	100	15	Normal







EVOLUTION MOVES

₩ 286







6

POKÉDEX ENTRY





MAIN WAY TO OBTAIN Obtain a Drowzee, then level it up to Lv. 26 or higher to evolve it into Hypno.



DAMAGE TAKEN IN BATTLES

×1	X1
	○ ×0.5
•	



Hypno













Lv. 26



Hypno

POKĖMON EXPRESSIONS HADDY

HAFFI	
UNHAF	PPY
-	

100	THE PERSONS
-	N/A
	EVOLUTION
	IUME

W.	HAME	TYPE	XXXXX					100	MAN
1	Barrier	Psychic	Status	-	-	20	Self		Headbutt
1	Confusion	Psychic	Special	50	100	25	Normal		Taunt
1	Disable	Normal	Status	_	100	20	Normal	TM04	Teleport
1	Hypnosis	Psychic	Status	_	60	20	Normal	TM05	
1	Pound	Normal	Physical	40	100	35	Normal		Light Scree
4	Disable	Normal	Status	-	100	20	Normal	TM07	Protect
9	Confusion	Psychic	Special	50	100	25	Normal		Substitute
13	Poison Gas	Poison	Status	-	90	40	Many Others		Reflect
18	Meditate	Psychic	Status	-	-	40	Self	TM12	Facade
22	Psybeam	Psychic	Special	65	100	20	Normal	TM13	Brick Brea
27	Headbutt	Normal	Physical	70	100	15	Normal	TM15	Seismic To
36	Psychic	Psychic	Special	90	100	10	Normal	TM16	Thunder W
	Nasty Plot	Dark	Status	-	-	20	Self	TM21	Foul Play
	Dream Eater	Psychic	Special	100	100	15	Normal	TM23	Thunder P
			,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,					TM27	Toxic
								TM28	Tri Attack
								TM31	Fire Punch
								TM32	Dazzlino (

LEVEL-UP MOVES

Self	T
Normal	T
Normal	T
Normal	1
Self	T
Normal	1
	1
	1
	1
	1
	-
	- 1
	1
	1
	1

	Teleport
TM05	
	Light Screen
TM07	Protect
	Substitute
	Reflect
TM12	Facade
TM13	Brick Break
	Seismic Toss
TM16	Thunder Wave
TM21	Foul Play
	Thunder Punch
TM27	Toxic
	Tri Attack
TM31	Fire Punch
	Dazzling Gleam
	Calm Mind
	Ice Punch
	Psychic
	Shadow Ball
TM48	Hyper Beam
TM59	Dream Fater

TM MOVES

















PECIES	ST	RE	NG	THS
(P				
TTACK		12.0	-	
EFENSE	-	200		

SP. ATK SP. DEF SPEED

POKÉDEX ENTRY

Its pincers are superb weapons. They sometimes break off during battle, but they grow back fast.

○ × 0.5

MAIN WAY TO OBTAIN

Catch one when it appears on Route 10 (North), Route 12, or Route 13.









Kingler



ī	Bubble	Water	Special	40	100	30	Many Others
1	Vice Grip	Normal	Physical	55	100	30	Normal
۲	Leer	Normal	Status	_	100	30	Many Others
4	Harden	Normal	Status	-	-	30	Self
8	Bubble Beam	Water	Special	65	100	20	Normal
3	Stomp	Normal	Physical	65	100	20	Normal
7	Protect	Normal	Status	-	-	10	Self
2	Slam	Normal	Physical	80	75	20	Normal
6	Crabhammer	Water	Physical	100	90	10	Normal
1	Guillotine	Normal	Physical	-	30	5	Normal

MUVES
1000
Headbutt
Rest
Protect
Substitute
Dig
Facade
Brick Break
Rock Slide
X-Scissor
Toxic
Scald
Surf
Superpower
Blizzard
ke Beam

Normal	Physical	70	100	15	Normal
Psychic	Status	2	_	10	Self
Normal	Status	_	-	10	Self
Normal	Status	_	-	10	Self
Ground	Physical	80	100	10	Normal
Normal	Physical	70	100	20	Normal
Fighting	Physical	75	100	15	Normal
Rock	Physical	75	90	10	Many Others
Bug	Physical	80	100	15	Normal
Poison	Status	-	90	10	Normal
Water	Special	80	100	15	Normal
Water	Special	90	100	15	All Others
Fighting	Physical	120	100	5	Normal
Ice	Special		70	5	Many Others
Ice	Special	90	100	10	Normal











SPECIES STRENGTHS | DAMAGE TAKEN IN BATTLES



POKÉDEX ENTRY One claw grew massively and is as hard as steel. It has 10.000-horsepower strength. However, it is too heavy.

	○ ×1	(×1	
THE REAL PROPERTY.	-	=	

-		•	10.5	
0	×0.5	0	×1	
0	×0.5	0	×1	

MAIN WAY TO OBTAIN

Catch one when it appears on Route 12 or Route 13. Or obtain a Krabby, then level it up to Lv. 28 or higher to evolve it into Kingler.









Krabby

LEVEL-UP MOVES

Kingler

POKÉMON EXPRESSIONS	
НАРРУ	







$\times \times$				
EVOLUTION M	OVES			
NAME	TYPE	XIND	C 19	RANG

ΓM	MOVES						
	10.000						
A01	Headbutt	Normal	Physical	70	100	15	Normal
A05	Rest	Psychic	Status	-	-	10	Self
A07	Protect	Normal	Status	-	-	10	Self
408	Substitute	Normal	Status	-	-	10	Self
410	Dia	Ground	Physical	80	100	10	Normal
412	Facade	Normal	Physical	70	100	20	Normal
413	Brick Break	Fighting	Physical	75	100	15	Normal
122	Rock Slide	Rock	Physical	75	90	10	Many Others
474	X-Scissor	Bug	Physical	80	100	15	Normal
	Toxic	Poison	Status	-	90	10	Normal
	Scald	Water	Special	80	100	15	Normal
447	Surf	Water	Special	90	100	15	All Others
	Hyper Beam	Normal	Special	150	90	5	Normal
	Superpower	Fighting	Physical	170	100	5	Normal











Voltorb







Gender unknown

SPECIES STRENGTHS HP ATTACK

DEFENSE SP. ATK SP. DEF SPEED

POKÉDEX ENTRY It is said to camouflage itself as a Poké Ball. It will self-destruct with very little stimulus.

×0.5

×0.5

MAIN WAY TO OBTAIN

Catch one when it appears in the Power Plant.





Voltorb

Lv. 30



Electrode



35 30 20 30 20 5 40 15 20 5 90 100 100 85 100 100

LEVEL-UP MOVES

TM01 Headbutt
TM02 Tourit
TM04 Teleport
TM05 Rest
TM06 Light Scree
TM07 Protect
TM08 Substitue
TM09 Reflect
TM12 Facade
TM16 Thunder W
TM21 Fool Play
TM27 Took TM27 Toxic TM36 Thunderbolt TM38 Thunder TM42 Self-Destruc

TM MOVES

15 20 20 10 30 10 20 20 15 10 15 10 5 70 95 90 110

























DAMAGE TAKEN IN BATTLES (O) ×1 ×0.5







MAIN WAY TO OBTAIN

Catch one when it appears in the Power Plant, Or obtain a Voltorb. then level it up to Lv. 30 or higher to evolve it into Electrode.



Electrode







Electrode





1	Light Screen	Psy
1	Sonic Boom	No
1	Tackie	No
1	Thunder Shock	Ele
3	Light Screen	Ps
6	Sonic Boom	No
9	Thunder Shock	Ele
	Swift	No
19	Self-Destruct	No
24	Screech	No
36	Thunderbolt	Ele
	Mirror Coat	Pa
	Explosion	No
	-	

LEVEL-UP MOVES

c Boom	Normal	Special	-	90	ä
der Shock	Electric	Special	40	100	ı
	Normal	Special	60	-	ä
Destruct	Normal	Physical	200	100	
ech	Normal	Status	-	85	Ġ
derbolt	Electric	Special	90	100	ō
or Coat		Special			ě
osion	Normal	Physical	250	100	

ctric	Special	40	100	30	Normal	
chic	Status	_	-	30	Your Side	
mal	Special	_	90	20	Normal	
ctric	Special	40	100	30	Normal	
mal	Special	60	-	20	Many Others	
mal	Physical	200	100	5	All Others	
mal	Status	-	85	40	Normal	
rtric	Special	90	100	15	Normal	
chic	Special	-	100	20	Varies	
mal	Physical	250	100	5	All Others	

TM04	Teleport
TM05	
TM06	Light Screen
	Protect
TM08	Substitute
TM09	Reflect
TM12	Facade
TM16	Thunder Wave
TM21	Foul Play
TM27	Toxic
TM36	Thunderbolt
TM38	Thunder
	Self-Destruct
TM48	Hyper Beam

TM MOVES

Normal	Physical	70	100	15	Normal
Dark	Status	-	100	20	Normal
Psychic	Status	_	-	20	Self
Psychic	Status	-	-	10	Self
Psychic	Status	_	-	30	Your Side
Normal	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Psychic	Status	-	-	20	Your Side
Normal	Physical	70	100	20	Normal
Bectric	Status		90	20	Normal
Dark	Physical	95	100	15	Normal
Poison	Status	-	90	10	Normal
Electric	Special	90	100	15	Normal
Electric	Special	110	70	10	Normal
Normal	Physical	200	100	5	All Others
Normal	Special	150	90	5	Normal

























3 Q Same form for male/female



THS

PEULES	21	KE	NE	2
HP.	-	10		
ATTACK	SERVE S			
DEFENSE	mme	-		

SP. ATK SP. DEF SPEED

POKÉDEX ENTRY

The heads attract each other and spin around. There must be six heads for it to maintain balance.

×0.5

MAIN WAY TO OBTAIN

Catch one when it appears on Route 23 (South).





Use Leaf Stone



Exeggcute



TM MOVES

TM04 TM05 TM06 TM07 TM08 TM09 TM12 TM27 TM42 TM42 TM45 TM52

POKÉMON EXPRESSIONS









POKÉDEX ENTRY Its cries are very noisy. This is because each of the three heads thinks about whatever it likes.







MAIN WAY TO OBTAIN Catch one when it appears on

Route 23 (South). Or obtain an Exeggcute, then use a Leaf Stone on it to evolve it into Exeggutor.



Exeggutor









Exeggcute

					TM MOVES			
					100	160		
ī	15	85	20	Normal	TM01	Headbutt		

	LEVEL-UP MI	DVES		
POKÉMON EXPRESSIONS	TV NAME			
FURDECCIONS	1 Barrage	Normal	Physical	15
EXPRESSIONS	1 Confusion	Psychic	Crecial	50

APPY	1	Egg Bomb	Normal	Physical	100	75	10	Normal
APPT	1	Hypnosis	Psychic	Status	-	60	20	Normal
	1	Power Whip	Grass	Physical	120	85	10	Normal
	1	Stomp	Normal	Physical	65	100	20	Normal
	1	Stun Spore	Grass	Status	_	75	30	Normal
200								
and the second								
and the same of th								
INHAPPY								
11010111								

1	Power Whip	Grass	Physical	120	85	10	Normal	
1	Stomp Stun Spore	Normal Grass	Physical Status	65	100	20	Normal Normal	
'n	Juli spore	GIBSS	313103		"	30	ITALING	

	TM05	
100	TM06	Light Scree
1	TM07	Protect
1		Substitute
1	TM09	Reflect
	TM12	Facade
	TM27	Toxic
	TM40	Psychic
	TM42	Self-Destru
	TM45	Solar Bean
	TM48	Hyper Bea
	TM52	Sludge Box
	TM53	Mega Drai
	TM59	Dream Eat

Normal	Physical	70	100	15	Normal
Psychic	Status	-	-	20	Self
Psychic	Status	-	-	10	Self
Psychic	Status	-	-	30	Your Side
Normal	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Psychic	Status	_	_	20	Your Side
Normal	Physical	70	100	20	Normal
Poison	Status	-	90	10	Normal
Psychic	Special	90	100	10	Normal
Normal	Physical	200	100	5	All Others
Grass	Special	200	100	10	Normal
Normal	Special	150	90	5	Normal
Poison	Special	90	100	10	Normal
Grass	Special	75	100	10	Normal
Psychic	Special	100	100	15	Normal











Average height: 35'09" **ALOLA FORM POKÉDEX ENTRY** The strong sunlight of the Alola region has awakened the power hidden within Exeggcute. This is the result.

Same form for male/female

Average weight: 916.2 lbs.

SPECIES STRENGTHS

HP ATTACK DEFENSE SP. ATK SP. DEF

×0.25

MAIN WAY TO OBTAIN

Trade an Exeggutor for one in the Pokémon League on the Indigo Plateau (p. 103).



(DOES NOT EVOLVE)

TM MOVES



TM34 Dragon Pulse





Cubone





SPECIES STRENGTHS



POKÉDEX ENTRY Wears the skull of its deceased mother, Its cries echo inside the skull and come out as a sad melody.







MAIN WAY TO OBTAIN

Catch one when it appears in the Rock Tunnel or the Pokémon Tower (3F through 6F).









POKÉMON EXPRESSIONS





14 18 24 26	Rage Focus Energy Bonemerang	Ground	Physical Status Physical	70 20 - 50	85 100 100 — 90	20 15 20 30 10	Normal Normal Normal Self Normal
30 36	Thrash Double-Edge	Normal Normal	Physical Physical	120	100	10	1 Random Normal
E	VOLUTION N	OVES					

LEVEL-UP MOVES

	Protect
	Substitute
TM10	
TM12	Facade
TM13	Brick Break
TM15	Seismic Toss
TM19	Iron Tail
TM22	Rock Slide
TM23	Thurder Punch
TM27	Toxic
TM31	Fire Punch
	Flamethrower
TM41	Earthquake
TM46	Fire Blast
TM51	Blizzard
	Ice Beam
TM56	Stealth Rock

TM MOVES

Normali	Physical	70	100	15	Normal
Psychic	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Ground	Physical	80	100	10	Normal
Normal	Physical	70	100	20	Normal
Fighting	Physical	75	100	15	Normal
Fighting	Physical	-	100	20	Normal
Steel	Physical	100	75	15	Normal
Rock	Physical	75	90	10	Many Others
Bectric	Physical	75	100	15	Normal
Poison	Status	-	90	10	Normal
Fire	Physical	75	100	15	Normal
Fire	Special	90	100	15	Normal
Ground	Physical	100	100	10	All Others
Fire	Special	110	85	5	Normal
Ice	Special	110	70	5	Many Others
ke	Special	90	100	10	Normal
Rock	Status	-	-	20	Other Side







Marowak







→ Same form for male/female



SPECIES STRENGTHS

HP ATTACK DEFENSE SP. ATK SP. DEF

POKÉDEX ENTRY

SPEED

Small and weak, this Pokémon is adept with its bone club. It has grown more vicious over the ages.

×1

MAIN WAY TO OBTAIN

Obtain a Cubone, then level it up to Lv. 28 or higher to evolve it into Marowak.





Cubone



Marowak TM MOVES

Lv. 28



1 Swords Dano 1 Tail Whip 2 Tail Whip 6 Leer 12 Bone Club 14 Headbutt 18 Rage 24 Focus Energy 26 Bonemerang 36 Thrash 48 Double-Edge

Swords Dance Tail Whip Tail Whip

LEVEL-UP MOVES

TMO1 Headbutt TMO5 Rest TMO7 Protect TMO7 Protect TMO8 Substitute TMO8 Substitute TMO8 Substitute TMO8 Substitute TMO9 Substit







Normal Status - - 20





POKÉDEX ENTRY

It has transformed the spirit of its dear departed mother into flames, and tonight it will once again dance in mourning of others of its kind.

MAIN WAY TO OBTAIN Trade a Marowak for one in

the Pokémon Center in Fuchsia City (p. 72).



AGE TAKEN IN BATTLES

×0.5

Marowak



EVOLUTION

(DOES NOT EVOLVE)



1	Bone Club	Ground	Physical	65	85	20	Normal
1	Grawl	Normal	Status	-	100	40	Many Oth
1	Leer	Normal	Status	-	100	30	Many Oth
1	Screech	Normal	Status	-	85	40	Normal
1	Swords Dance	Normal	Status	-	-	20	Self
1	Tail Whip	Normal	Status	-	100	30	Many Oth
2	Tail Whip	Normal	Status	-	100	30	Many Oth
6	Leer	Normal	Status	-	100	30	Many Oth
12	Bone Club	Ground	Physical	65	85	20	Normal
14	Fire Spin	Fire	Special	35	85	15	Normal
18	Rage	Normal	Physical	20	100	20	Normal
4	Will-O-Wisp	Fire	Status	-	85	15	Normal
6	Bonemerang	Ground	Physical	50	90	10	Norma
	Thrash	Normal	Physical	120	100	10	1 Rando
18	Flare Blitz	fire	Physical	120	100	15	Normal

TM MOVES						
AND MASSE						
TM01 Headbutt	Normal	Physical	70	100	15	Normal
TM05 Rest	Psychic	Status	-	-	10	Self
TM07 Protect	Normal	Status	-	_	10	Self
TM08 Substitute	Normal	Status	-	-	10	Self
TM10 Dig	Ground	Physical	80	100	10	Normal
TM11 Will-O-Wisp	Fire	Status	-	85	15	Normal
TM12 Facade	Normal	Physical	70	100	20	Normal
TM13 Brick Break	Fighting	Physical	75	100	15	Normal
TM15 Seismic Toss	Fighting	Physical	-	100	20	Normal
TM19 Iron Tail	Steel	Physical	100	75	15	Normal
TM20 Dark Pulse	Dark	Special	80	100	15	Normal
TM22 Rock Slide	Rock	Physical	75	90	10	Many Others
TM23 Thunder Punch	Electric	Physical	75	100	15	Normal
TM27 Toxic	Poison	Status	-	90	10	Normal
TM31 Fire Punch	Fire	Physical	75	100	15	Normal
TM36 Thunderbolt	Electric	Special	90	100	15	Normal
TM37 Flamethrower	Fire	Special	90	100	15	Normal
TM38 Thunder	Electric	Special	110	70	10	Normal
TM39 Outrage	Dragon	Physical	120	100	10	1 Random
TM41 Earthquake	Ground	Physical	100	100	10	All Others
TMM3 Shadow Ball	Ghost	Special	80	100	15	Normal
TM46 Fire Blast	Fire	Special	110	85	5	Normal
TM48 Hyper Beam	Normal	Special	150	90	5	Normal
TM51 Blizzard	ke	Special	110	70	5	Many Others
TM55 Ice Beam	Ice	Special	90	100	10	Normal
TMS6 Stealth Rock	Rock	Status	-	-	20	Other Side
TM59 Dream Eater	Psychic	Special	100	100	15	Normal







(IIII

Hitmonlee







Male only



SPECIES	STRENGTH
HP	
ATTACK	THE REAL PROPERTY.
DEFENSE	ALC: NO.
SP. ATK	000
O DEE	

() ×1	0.5
×1	× 0.5
() ×1	① ×1
⊗ ×1	€ ×1
	O

POKÉDEX ENTRY

SPEED

When kicking, the sole of its foot turns as hard as a diamond on impact and destroys its enemy.

MAIN WAY TO OBTAIN

Choose Hitmonlee after defeating the Karate Master in the Saffron City Fighting Dojo (p. 80). Or catch one when it appears as an unusual encounter during a Catch Combo (p. 117) on Victory Road (2F).



(DOES NOT EVOLVE)



LEVEL-UP MOVES 40 30 10 15 20 10 30 5 30 30 75 70 100 120 10 15 20 25 30 35 40 Feint Brick Break Brick Break Facade Jump Kick Focus Energy Mega Kick High Jump Kick



TM MOVES

TM01 Headbutt TM03 Helping Han TM05 Rest TM07 Protect TM08 Substitute TM12 Facade TM13 Brick Break TM15 Seismic Toss TM22 Rock Slide TM26 Poison Job TM27 Tosik TM30 Balk Up TM41 Earthquake











Male only



Average height: 4'07"

SPECIES STRENGTHS

HP	
ATTACK	
DEFENSE	
SP. ATK	200
SP. DEF	OF REAL PROPERTY.
nneen	

POKÉDEX ENTRY Punches in corkscrew fashion. It can punch its way through a concrete wall like a drill.

×2

0 ×1	0	×2
 (() ×1	0	×2
×1	0	×0.

×0.5 ×0.5



MAIN WAY TO OBTAIN







(DOES NOT EVOLVE)



	5	Leer	Normal	Status	-	100	30	Many Others
	10	Agility	Psychic	Status	-	-	30	Self
	15	Feint	Nonmal	Physical	30	100	10	Normal
	20	Swift	Normal	Special	60	_	20	Many Others
	25	Dizzy Punch	Normal	Physical	70	100	10	Normal
	30	Fire Punch	Fire	Physical	75	100	15	Normal
	30	Ice Punch	Ice	Physical	75	100	15	Normal
		Thunder Punch	Electric	Physical	75	100	15	Normal
		Focus Energy	Normal	Status	_	_	30	Self
N	40	Mega Punch	Normal	Physical		85	20	Normal
	45	Counter	Fighting	Physical	-	100	20	Varies
100	~	Country	riginary	Informa			**	
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1 Cornet Punch Normal Physical 18 85 15 Normal

LEVEL-UP MOVES

		Normal	Physical	70	100	15	Normal
TM03	Helping Hand	Normal	Status	-	-	20	1 Ally
TM05	Rest	Psychic	Status	_	_	10	Self
TM07	Protect	Nomal	Status	-	-	10	Self
TM08	Substitute	Nomal	Status	-	_	10	Self
TM12	Facade	Nomal	Physical	70	100	20	Normal
TM13	Brick Break	Fighting	Physical	75	100	15	Normal
TM15	Seismic Toss	Fighting	Physical	-	100	20	Normal
TM22	Rock Slide	Rock	Physical	75	90	10	Many Other
TM23	Thunder Funch	Electric	Physical	75	100	15	Normal
TM27	Toxic	Poison	Status	-	90	10	Normal
TM30	Bulk Up	Fighting	Status	-	-	20	Self
TM31	Fire Punch	Fire	Physical	75	100	15	Normal
TM35	ke Punch	Ice	Physical	75	100	15	Normal
TM41	Earthquake	Ground	Physical	100	100	10	All Others
	TM01 TM03 TM05 TM05 TM05 TM12 TM13 TM15 TM22 TM23 TM27 TM20 TM31 TM35	TM01 Headbutt TM03 Helping Hand TM05 Rest	TM01 Headbutt Normal TM03 Hejdrig Hand Normal TM05 Rest Psychic TM05 Rest Psychic TM07 Prefect Normal TM08 Substitute Normal TM12 Facade Normal TM12 Facade Normal TM13 Sick Break Fighting TM15 Selente Tons Fighting TM15 Selente Tons Fighting TM15 TM16 TM16	Mol1 Headburt Normal Physical Third Normal Physical States Mol Normal States Mol Normal States Mol See S	Th01 Hoodbutt Normal Physical 70 Th05 Holdgring Hand Normal Sottos - Th05 Holdgring Hand Normal Sottos - Th07 T	Mol Headbut Normal Physical 70 100	Mol Headart Normal Physica 70 100 15 100 15 100 15 100 15 100 15 100 15 100 15 100 15 100 15 100 15 100 15 100 15 100



Lickitung







♂ ♀ | Same form for male/female



SPECIES STRENGTHS

HP ATTACK DEFENSE

SP. ATK SP DEF

POKÉDEX ENTRY

Its tongue spans almost seven feet and moves more freely than its forelegs. Its licks can cause paralysis.

1×1

MAIN WAY TO OBTAIN

Catch one when it appears in the Cerulean Cave.



(DOES NOT EVOLVE)



1	Lick	Ghost	Physical	30	100	30	Normal
5	Wrap	Normal	Physical	15	90	20	Normal
10	Acid	Poison	Special	40	100	30	Many Others
15	Stomo	Normal	Physical	65	100	20	Normal
20	Disable	Normal	Status	-	100	20	Normal
25	Bind bri8	Normal	Physical	15	85	20	Normal
30	Slam	Normal	Physical	80	75	20	Normal
35	Screech	Normal	Status	-	85	40	Normal
40	Thrash	Normal	Physical		100	10	1 Random
45	Power Whip	Grass	Physical	120	85	10	Normal

1803 Heighty mass 1860 Height 1805 Height 1805 Height 1806 Height Physical 80 Physical 70 Physical 70 Physical 70 Physical 70 Physical 75 Physical 60 Physical 100 Physical 100 Physical 155 Status — Physical 75 Special 90 Special 90 Special 100 Special 100 Special 100 Special 110 Special 100 Special 110 Special 100 Special 110 Special 100 Special 110 Special 150 Special 100 100 85 100 90 70 100



POKÉMON EXPRESSIONS





EVOLUTION MOVES









HP	ALC: U
ATTACK	
DEFENSE	
SP. ATK	-
SP. DEF	-

POKÉDEX ENTRY In hot places, its internal gases could expand and explode without any warning. Be very careful!

LEVEL-UP MOVES

	0
○ ×1	O
0 ×05	0





DAMAGE TAKEN IN BATTLES) ×2 ×0.5

MAIN WAY TO OBTAIN

Obtain one in a trade if you are playing Pokémon: Let's Go, Pikachu!, as it does not appear in that game. Catch one when it appears in the Power Plant or the Pokémon Mansion in Pokémon: Let's Go. Eevee!





Lv. 35

TM MOVES



POKÉMON EXPRESSIONS





T	TAC	KII	IG	
	V			
	1		r	

EVOLUTION N	IOVES		

TM01	Headbutt	Normal	Physical	70	100	15	Normal
TM02	Taunt	Dark	Status	-	100	20	Normal
TM05	Rest	Psychic	Status	-	-	10	Self
TM07	Protect	Normal	Status	-	-	10	Self
TM08	Substitute	Normal	Status	-	-	10	Self
TM11	WII-O-Wko	Fire	Status	-	85	15	Normal
TM12	Facade	Normal	Physical	70	100	20	Normal
TM20	Dark Pulse	Dark	Special	80	100	15	Normal
TM27	Toxic	Poison	Status	-	90	10	Normal
TM36	Thunderbolt	Electric	Special	90	100	15	Normal
TM37	Flamethrower	Fire	Special	90	100	15	Normal
TM38	Thunder	Electric	Special	110	70	10	Normal
TM42	Self-Destruct	Normal	Physical	200	100	5	All Others
TM43	Shadow Ball	Ghost	Special	80	100	15	Normal
	Fire Blast	Fire	Special	110	85	5	Normal
TM52	Sludge Bomb	Poison	Special	90	100	10	Normal
	and the same of		a fam.				







Weezing











DAMAGE TAKEN IN BATTLES SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP. DEF SPEED

Drum	NUL IN	ACT IN	DALL
0	×1	0	×1
0	×1	0	×2
0	×1	0	×0.

POKÉDEX ENTRY

This Pokémon lives and grows by absorbing poison gas, dust, and germs that exist inside garbage.

8	×1	(0)	×1	
0	×0.5	0	×1	
0	×0.5	0	×1	

MAIN WAY TO OBTAIN

Catch one when it appears in the Power Plant or the Pokémon Mansion, especially on B1F, in Pokémon: Let's Go. Eevee! Or obtain a Koffing, then level it up to Lv. 35 or higher to evolve it into Weezing.





Lv. 35



Koffing



Weezing







1	Clear Smog	Paison	Special	50	-	15	Normal
1	Poison Gas	Poison	Status	-	90	40	Many Others
1	Psybeam	Psychic	Special	65	100	20	Normal
1	Screech	Normal	Status	-	85	40	Normal
1	Smoo	Poison	Special	30	70	20	Normal
1	Tackle	Normal	Physical	40	100	35	Normal
6	Smoq	Poison	Special	30	70	20	Normal
12	Clear Smog	Poison	Special	50	-	15	Normal
18	Sludge	Poison	Special	65	100	20	Normal
24	Self-Destruct	Normal	Physical	200	100	5	All Others
30	Toxic	Poison	Status	-	90	10	Normal
40	Haze	Ice	Status	-	-	30	Both Sides
50	Sludge Bomb	Poison	Special	90	100	10	Normal
60	Explosion	Normal	Physical	250	100	5	All Others

rs	TM02	
	TM05	Rest
	TM07	Protect
	TMOS	Substitute
	TM11	Will-O-Wiso
	TM12	Facade
	TM20	Dark Pulse
	TM27	
	TM36	Thunderbolt
		Flamethower
	TM38	Thunder
	TM42	Self-Destruct
		Shadow Ball
		Fire Blast
		Hyper Beam
		Sludge Bomb

TM MOVES TM01 Headbutt

Normal	Physical	70	100	15	Normal
Dark	Status	-	100	20	Normal
Psychic	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Normal	Status	_	-	10	Self
Fire	Status	_	85	15	Normal
Normal	Physical	70	100	20	Normal
Dark	Special	80	100	15	Normal
Poison	Status	-	90	10	Normal
Electric	Special	90	100	15	Normal
Fire	Special	90	100	15	Normal
Electric	Special	110	70	10	Normal
Normal	Physical	200	100	5	All Others
Ghost	Special	80	100	15	Normal
Fire	Special	110	85	5	Normal











BATTLES

Rhyhorn

ODEOLEO OTDENOTUO	DAMAGE TAKEN IN
SPECIES STRENGTHS	
HP MAN	○ ×0.5 🦪

ATTACK	
DEFENSE	
SP. ATK	**
SP. DEF	-

SPEED **POKÉDEX ENTRY** A Pokémon with a one-track mind. Once it charges, it won't stop running until it falls asleep.

0	×0.5	O	×0.
6	×0.5	0	×1















Catch one when it appears in the Rock Tunnel, on Victory Road, or in the Cerulean Cave.







Rhyhorn

Lv. 42



Rhydon

=	*
	000
	80%
	160
	1

1	Horn Attack	Normal	Physical	65	100	25	Normal
1	Sand Attack	Ground	Status	-	100	15	Normal
1	Tail Whip	Normal	Status	-	100	30	Many Others
7	Fury Attack	Normal	Physical	15	85	20	Normal
12	Stomp	Normal	Physical	65	100	20	Normal
19	Rock Throw	Rock	Physical	50	90	15	Normal
24	Drill Run	Ground	Physical	80	95	10	Normal
31	Take Down	Normal	Physical	90	85	20	Normal
36	Megahorn	Bus	Physical	120	85	10	Normal
43	Rock Slide	Rock	Physical	75	90	10	Many Others
48	Earthouske	Ground	Physical	100	100	10	All Others
	Hom Drill	Normal		=	30	5	Normal

	Headbutt
TM05	Rest
	Protect
TM08	Substitute
TM10	Dig
TM12	Facade
TM19	fron Tail
TMO2	Rock Slide
TM26	Poison Jab
TM27	Toxic
TM34	Dragon Pulse
TM36	Thunderbolt
TM37	Ramethrowe
TM38	Thunder
TM41	Earthouske
TM46	Fire Blast
TM49	Superpower
TM51	Blizzard
TM55	Ice Beam
TM56	Stealth Rock
TM58	Drill Run
TM60	Megahorn
	-

TM MOVES

Normal	Physical	70	100	15	Normal
Psychic	Status	=	-	10	Self
Normal	Status	-	-	10	Self
Normal	Status	-	man	10	Self
Ground	Physical	80	100	10	Normal
Normal	Physical	70	100	20	Normal
Steel	Physical	100	75	15	Normal
Rock	Physical	75	90	10	Many Others
Poison	Physical	80	100	20	Normal
Poison	Status	-	90	10	Normal
Dragon	Special	85	100	10	Normal
Electric	Special	90	100	15	Normal
Fire	Special	90	100	15	Normal
Electric	Special	110	70	10	Normal
Ground	Physical	100	100	10	All Others
Fire	Special	110	85	5	Normal
Fighting	Physical	120	100	5	Normal
Ice	Special	110	70	5	Many Others
lce	Special	90	100	10	Normal
Rock	Status	-	-	20	Other Side
Ground	Physical.	80	95	10	Normal
Bug	Physical	120	85	10	Normal









EVOLUTION MOVES

Rhydon







The female has a shorter hom on its face than the male.





SPECIES STRENGTH

SPECIES	SINERUI
HP	
ATTACK	
DEFENSE	THE PERSON

DEFENSE
SP. ATK
SP. DEF
SPEED

POKÉDEX ENTRY

Its brain developed when it began walking on its hind legs. Its armor-like hide even repels motten lava. ○ ×0.5 ○ ×0.5

0 ×4 0 ×1

② ×4 ② ×0.5 ③ ×0 ② ×1

O ×2 O ×1

○ ×0.25 ○ ×2 ○ ×2 ○ ×1

MAIN WAY TO OBTAIN

Catch one when it appears on Victory Road or in the Cerulean Cave, especially on 2F. Or obtain a Rhyhorn, then level it up to Lv. 42 or higher to evolve it into Rhydon.



EVOLUTIO



Lv. 42 →→→



Rhyhorn

LEVEL-UP MOVES

Stomp Rock Throv Drill Run Take Down Megahorn Rock Slide







TM MOVES

nal		Helping Ha
nal	TM05	
nal		Protect
nal		Substitute
Others	TM10	
nal		Facade
nal		Brick Break
mal	TM15	Seismic To:
mal	TM17	Dragon Tai
mal		Iron Tail
mal	TM22	Rock Slide
Others	TM23	Thunder Pr
hers	TM26	Poison Jab
mal	TM27	Toxic
	TM31	Fire Punch
	TM34	Dragon Pu

	Thunder Punch
	Poison Jab
TM27	Toxic
TM31	Fire Punch
TM34	Dragon Pulse
TM35	Ice Punch
TM36	Thunderbolt
TM37	Flamethrower
TM38	Thunder
TM39	Outrage
TM41	Earthquake
TM46	Fire Blast
TM47	Surf
TM48	Hyper Beam
TM49	Superpower
TM51	Blizzard
TM55	Ice Beam
TM56	Stealth Rock

Normal	Physical	70	100	15	Normal
Normal	Status	-	-	20	1 Ally
Psychic	Status	_	_	10	Self
Normal	Status	_	-	10	Self
Normal	Status	-	-	10	Self
Ground	Physical	80	100	10	Normal
Normal	Physical	70	100	20	Normal
Fighting	Physical	75	100	15	Normal
Fighting	Physical	-	100	20	Normal
Dragon	Physical	60	90	10	Normal
Steel	Physical	100	75	15	Normal
Rock	Physical	75	90	10	Many Other
Electric	Physical	75	100	15	Normal
Poison	Physical	80	100	20	Normal
Poison	Status	_	90	10	Normal
Fire	Physical	75	100	15	Normal
Dragon	Special	85	100	10	Normal
Ice	Physical	75	100	15	Nomal
Electric	Special	90	100	15	Normal
Fire	Special	90	100	15	Normal
Electric	Special	110	70	10	Normal
Dragon	Physical	120	100	10	1 Random
Ground	Physical	100	100	10	All Others
Fire	Special	110	85	5	Normal
Water	Special	90	100	15	All Others
Normal	Special	150	90	5	Normal
Fighting	Physical	120	100	5	Normal





EAOFOLION WOAR





Average height: 3'07"

SPECIES STRENGTHS

HP ATTACK DEFENSE . SP. ATK SP. DEF

POKÉDEX ENTRY A gentle and kindhearted Pokémon that shares its nutritious eggs if it sees an

injured Pokémon.



20 ×1









Catch one when it appears as an unusual encounter during a Catch Combo (p. 117) on Route 5, Route 6. or elsewhere. Or catch one when it appears in the Cerulean Cave (2F).





(DOES NOT EVOLVE)

TM MOVES

Average weight: 76.3 lbs.

POKÉMON EXPRESSIONS

1	Growl	Normal	Status	-	100	40	Many Others
1	Pound	Normal	Physical	40	100	35	Normal
4	Defense Curl	Normal	Status	-	-	40	Self
8	Tail Whip	Normal	Status	-	100	30	Marry Others
12	Double Slap	Normali	Physical	15	85	10	Normal
16	Soft-Boiled	Normal	Status	-	-	10	Self
20	Minimize	Normal	Status	-	-	10	Self
25	Take Down	Normal		90	85	20	Normal
30	Sing	Normal	Status	-	55	15	Normal
35	Egg Bomb	Normal	Physical	100	75	10	Normal
	Light Screen	Psychic	Status	-	-	30	Your Side
45	Double-Edge	Normal	Physical	120	100	15	Normal

LEVEL-UP MOVES

TM01	Headbutt	Normal	Physical	70	100	15	Normal	
TM03	Helping Hand	Normal	Stanus	-	-	20	1 Ally	
TM04	Teleport	Psychic	Status	-	_	20	Self	-
TM05	Rest	Psychic	Status	-	-	10	Self	
TM06	Light Screen	Psychic	Status	-	_	30	Your Side	
TM07	Protect	Normal	Status	_	-	10	Self	
	Substitute	Normal	Status	-	-	10	Self	
TM09	Reflect	Psychic	Status	-	-	20	Your Side	
TM12	Facade	Normal	Physical	70	100	20	Normal	
TM13	Brick Break	Fighting	Physical	75	100	15	Normal	
TM15	Seismic Toss	Fighting	Physical	_	100	20	Normal	
TM16	Thunder Wave	Electric	Status	_	90	20	Normal	
TM19	Iron Tail	Steel	Physical	100	75	15	Normal	
TM22	Rock Slide	Rock	Physical	75	90	10	Marry Others	
TM23	Thunder Punch	Electric	Physical	75	100	15	Normal	
TM27		Poison	Status	-	90	10	Normal	-
TM28	Tri Attack	Normal	Special	80	100	10	Normal	100
TM31	Fire Punch	Fire	Physical	75	100	15	Normal	Contract of
TM32	Dazzling Gleam	Fairy	Special	80	100	10	Marry Others	
	Calm Mind	Psychic	Status	-	_	70	Self	
TM35	ke Punch	ice	Physical	75	100	15	Normal	
TM36	Thunderbolt	Electric	Special	90	100	15	Normal	
TM37	Flamethrower	Fire	Special	90	100	15	Normal	
TM38	Thunder	Electric	Special	110	70	10	Normal	
TM40	Psychic	Psychic	Special	90	100	10	Normal	
TM41	Earthquake	Ground	Physical	100	100	10	All Others	
TM43	Shadow Rall	Ghost	Special	80	100	15	Normal	1
TM45	Solar Beam	Grass	Special	200	100	10	Normal	1
TM46	Fire Blast	Fire	Special	110	85	5	Normal	1000
TIME		Normal	Special	150	90	5	Normal	
TM51	Blizzard	Ice	Special	110	70	5	Many Others	
	ke Beam	Ice	Special	90	100	10	Normal	
TM56	Stealth Rock	Rock	Status	_	_	20	Other Side	
	Dream Eater	Psychic	Special	100	100	15	Normal	





Tangela







✓ Same form for male/female



SPECIES STRENGTHS

HP ATTACK DEFENSE

SP. ATK SP. DEF SPEED

POKÉDEX ENTRY

Its identity is obscured by masses of thick blue vines. The vines are said to never stop growing.

MAIN WAY TO OBTAIN Catch one when it appears on Route 21.



(DOES NOT EVOLVE)



15 35 15 25 25 20 20 20 30 10 10 20 20 10 10 50 45 15 75 80 100 75 100 100 75 85 75 100 90 75 85

15 10 10 10 20 20 10 10 5 10 Status — Status — Physical 70 Status — Special 200 Special 150 Special 90 Special 75 100 90 100 90 100 100

POKÉMON EXPRESSIONS











HP ATTACK DEFENSE SP. ATK SP. DEF

SPEED

POKÉDEX ENTRY Raises its young in its belly pouch. Won't run from any fight to keep its young protected.

Average height: 7'03"

- 7) ×1



Catch one when it appears in the Rock Tunnel.





(DOES NOT EVOLVE)



1	Cornet Punch	Normal	Physical	18	85	15	Normal
1	Leer	Normal	Status	-	100	30	Marry Other
6	Fake Out	Normal	Physical	40	100	10	Normal
11	Tail Whip	Normal	Status	-	100	30	Many Other
17	Bite	Dark	Physical	60	100	25	Normal
22	Rage	Normal	Physical	20	100	20	Normal
28	Mega Punch	Normal	Physical	80	85	20	Normal
33	Dizzy Punch	Normal	Physical	70	100	10	Normal
39	Crunch	Dark	Physical	80	100	15	Normal
44	Outrage	Dragon		120	100	10	1 Random
50	Sucker Punch	Dark	Physical	70	100	5	Normal

LEVEL-LIP MOVES

rmal	TM10	Dig
rmali	TM12	Face
rmal	TM13	
rmal	TM15	Seis
ndom	TM19	Iron
rmal	TM22	Rock
	TM23	Thu
	TM27	
	TM31	Fine
	TM35	
	TM36	
	TM37	
	TM38	
	TM39	
	TM41	
	TM43	
	TM45	
	TM46	(ira
	TM47	Conf
	TM48	libro.
	TM51	DE
	TM55	
	IMOS	KCE E

Normal	Physical	70	100	15	Normal
Normal	Status	-	-	20	1 Ally
Psychic	Status	-	-	10	Self
Normal	Status	-	-	10	Self
Normal	Status	-	_	10	Self
Ground	Physical	80	100	10	Normal
Normal	Physical	70	100	20	Normal
Fighting	Physical	75	100	15	Normal
Fighting	Physical	-	100	20	Normal
Steel	Physical	100	75	15	Normal
Rock	Physical	75	90	10	Many Othe
Electric	Physical	75	100	15	Normal
Poison	Status	-	90	10	Normal
Fire	Physical	75	100	15	Normal
Ice	Pfrysical	75	100	15	Normal
Bectric	Special	90	100	15	Normal
Fire	Special	90	100	15	Normal
Electric	Special	110	70	10	Normal
Dragon	Physical	120	100	10	1 Random
Ground	Physical	100	100	10	All Others

Fighting	Physical	75	100	15	Normal	
Fighting	Pfrysical	_	100	20	Normal	
Steel	Physical	100	75	15	Normal	
Rock	Physical	75	90	10	Many Others	
Electric	Physical	75	100	15	Normal	
Poison	Status	_	90	10	Normal	
Fire	Physical	75	100	15	Normal	
Ice	Pfrysical	75	100	15	Normal	
Electric	Special	90	100	15	Normal	
Fire	Special	90	100	15	Normal	
Electric	Special	110	70	10	Normal	
Dragon	Physical	120	100	10	1 Random	
Ground	Physical	100	100	10	All Others	
Ghost	Special	80	100	15	Normal	
Grass	Special	200	100	10	Normal	
Fire	Special	110	85	5	Normal	
Water	Special	90	100	15	All Others	
Normal	Special	150	90	5	Normal	
Ice	Special	110	70	5	Many Others	







115 Parent Pokémon

Average height: 7'03"

Mega Kangaskhan



MEGA KANGASKHAN





Buy a Kangaskhanite, then Mega Evolve Kangaskhan during battle.

Mega Kangaskhan

Kangaskhan SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP. DEF SPEED

REQUIRED MEGA STONE: KANGASKHANITE

Buy it from a seller who appears at the Pokémon League once you have become Champion (p. 103).













POKÉDEX ENTRY

If it senses any danger, it will vigorously spray water or a special type of ink from its mouth.

DAMAGE TAKEN IN BATTLES

×2

MAIN WAY TO OBTAIN

Catch one when it appears on the water's surface on Route 11, Route 12, or Route 13.



Horsea









Lv. 32

TM MOVES



Special 40 100 30 Many Or

POKÉMON EXPRESSIONS







9	Water Gun	Water	Special	40	100	25	Norma
15	Leer	Normal	Status	-	100	30	Marry Oth
18	Bubble Beam	Water	Special	65	100	20	Norma
24	Focus Energy	Normal	Status	_	_	30	Self
	Waterfall	Water	Physical	80	100	15	Noma
33	Agility	Psychic	Status	_	-	30	Self
36	Dragon Pulse	Dragon	Special	85	100	10	Norma
47	Hydro Pump	Water	Special		80	5	Norma
42	nyuorung	Mater	special	110	00		POTEN
	-	-					

W01	Headbutt	Normal	Physical	70	100	
W05	Rest	Psychic	Status	-	-	1
W07	Protect	Normal	Status	_	_	ı
W08	Substitute	Normal	Status	-	-	
MIZ	Facade .	Normal	Physical	70		
W25	Waterfall	Water	Physical	80	100	1
W27	Toxic	Poison	Status	-	90	1
W29	Scald	Water	Special	80	100	1
	Dragon Pulse		Special			í
	Outrage	Dragon	Physical	120		
	Surf	Water	Special	90	100	
	Blizzard	Ice	Special			
	Flash Cannon	Steel	Special	80	100	
	ke Beam	Ice		90	100	1



Seadra







Same form for male/female

Same for male/female

Same form for male/female

Same f



DAMAGE TAKEN IN BATTLES SPECIES STRENGTHS

HP ATTACK DEFENSE

SP. DEF SPEED

POKÉDEX ENTRY

Touching the back fin causes numbness. It hooks its tail to coral to stay in place while sleeping.

MAIN WAY TO OBTAIN

Catch one when it appears on the water's surface on Route 11, Route 12, or Route 13. Or obtain a Horsea, then level it up to Lv. 32 or higher to evolve it into Seadra.



EVOLUTION







Horsea



	IV. NAME						
	1 Bubble	Water	Special	40	100	30	- N
	1 Clear Smoo	Poison	Special	50	-	15	
A COLON	1 Disable	Normal	Status	-	100	20	
-	1 Leer	Normal	Status	_	100	30	h
	1 Smokescreen	Normal	Status	_	100	20	
	1 Water Gun	Water	Special	40	100	25	
	6 Smokescreen	Normal	Status	_	100	20	
	9 Water Gun	Water	Special	40	100	25	
	15 Leer	Normal	Status	_	100	30	ħ
	18 Bubble Beam	Water	Special	65	100	20	
	24 Focus Energy	Normal	Status	-	-	30	
	27 Waterfall	Water	Physical	80	100	15	
	36 Agility	Psychic	Status	-	-	30	
A STATE OF THE STA	42 Dragon Pulse	Dragon	Special	85	100	10	
	51 Hydro Pump	Water	Special	110	80	5	
	,,a	-					
	Name and Address of the Owner, where						

TM MOVES

TMUS	Rest
	Protect
	Substitute
TM12	Facade
	Waterfall
TM27	
TM29	Scald
	Dragon Pulse
TM39	Outrage
TM47	Surf
	Hyper Beam
TM51	Blizzard
TM54	Flash Cannon
TMSS	Ice Beam



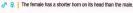














POKÉDEX ENTRY When it is time for them to lay eggs, they can be seen swimming up rivers and falls in large groups.









MAIN WAY TO OBTAIN Catch one when it appears on the water's surface on Route 6.





EVOLUTION





Goldeen

Seaking

POKÉMON EXPRESSIONS



		ÿ		
T	ra(K	Ne	ì
	ř	L	b	
		d	7	

ACKING					
100	EVOLUTION MOVES				
-	MAME TYPE	KIND	POW ACC	Ħ	

1100	MOAES		
TM01	Headbutt	Normal	Physic
TM05	Rest	Psychic	Statu
TM07	Protect	Normal	Statu
TM08	Substitute	Normal	Statu
TM12	Facade	Normal	Physic
TM25	Waterfall	Water	Physic
TM26	Poison Jab	Poison	Physic
TM27	Toxic	Poison	Statu
TM29	Scald	Water	Specia
TM47	Surf	Water	Specia
TM51	Blizzard	lce	Specia
TM55	Ice Seam	lce	Specia
TM58	Drill Run	Ground	Physic
	Megahom	Bug	Physic

Normal	Physical	70	100	15	Normal
Psychic	Status	-	-	10	Self
Normal	Status	_	-	10	Self
Normal	Status	-	-	10	Self
Normal	Physical	70	100	20	Normal
Water	Physical	80	100	15	Normal
Poison	Physical	80	100	20	Normal
Poison	Status	-	90	10	Normal
Water	Special	80	100	15	Normal
Water	Special	90	100	15	All Others
lce	Special	110	70	5	Many Others
lce	Special	90	100	10	Normal
Ground	Physical	80	95	10	Normal
Bug	Physical	120	85	10	Normal





(

Seaking







♂ ♀ | The female has a shorter horn on its head than the male.





SPECIES STRENGTH

SPECIES	SINEMU
HP	CONTRACTOR OF
ATTACK	OCCUPANT.
DEFENSE	ALC: UNKNOWN
SP. ATK	STORY.
SP. DEF	STREET, SQUARE, SQUARE

POKÉDEX ENTRY

It is the male's job to make a nest by carving out boulders in a stream using the horn on its head.

② ×1 ② ×0.5

MAIN WAY TO OBTAIN

Catch one when it appears on the water's surface on Route 6. Or obtain a Goldeen, then level it up to Lv. 33 or higher to evolve it into Seaking.



EVOLUTIO



Lv. 33



Goldeen



Peck
 Psybeam
 Quick Attack
 Stail Bash
 Supersorie
 Tail Whip
 Supersorie
 Quick Attack
 Tail Whip
 Quick Attack
 Fury Attack
 Fury Attack
 Waterfall
 Agilty
 Hom Drill
 Supersorie

and TMOS Rest
and TMOS Rest
and TMOS Rest
and TMOS Substitute
and TMOS Substitute
and TMOS Substitute
and TMOS Substitute
and TMOS Poloco Jab
and TMOS Poloco Jab
and TMOS Substitute
and

mai Physical 70 100 15 homes his Status — 10 Self mail Status — 10 Self mail Status — 10 Self mail Physical 70 100 100 Hz miles and Physical 80 100 10 100 Hz miles properties 100 100 100 Normal status — 90 100 Normal



ATTACKING



EVOLUTION MOVES

44 31









POKÉDEX ENTRY As long as the center section is unharmed, this Pokémon can grow back fully even if it is chopped to bits.



-		-		
0	×0.5	0	×1	
0	×0.5	0	×1	





MAIN WAY TO OBTAIN

Catch one when it appears on the water's surface on Route 18 (West), Route 19, or Route 21.



Staryu





Use Water Stone

TM MOVES





POKÉMON EXPRESSIONS

1	Harden	Normal	Status	-	-	30	Self
1	Tackle	Normal	Physical	40	100	35	Normal
4	Psywave	Psychic	Special	-	100	15	Normal
9	Water Gun	Water	Special	40	100	25	Normal
13	Swift	Normal	Special	60	-	20	Many Others
18	Minimize	Normal	Status	-	-	10	Self
22	Confuse Ray	Ghost	Status	-	100	10	Normal
27	Bubble Beam	Water	Special	65	100	20	Normal
31	Light Screen	Psychic	Status	-	-	30	Your Side
36	Psychic	Psychic	Special	90	100	10	Normal
40	Recover	Normal	Status	-	-	10	Self
45	Hydro Pump	Water	Special	110	80	5	Normal
	The second second		Section.				

LEVEL-UP MOVES

	Headbutt	Normal	Physical	70	100	15	Normal
TM04	Teleport	Psychic	Status	_	_	20	Self
TM05	Rest	Psychic	Status	-	-	10	Self
TM06	Light Screen	Psychic	Status	-	_	30	Your Side
TM07	Protect	Normal	Status	-	-	10	Self
TMCS	Substitute	Normal	Status	-	-	10	Self
TM09		Psychic	Status	-	-	20	Your Side
TM12	Facade	Normal	Physical	70	100	20	Normal
TM16	Thunder Wave	Electric	Status	-	90	20	Normal
TM25	Waterfall	Water	Physical	80	100	15	Normal
TM27	Toxic	Poison	Status	_	90	10	Normal
TM28	Tri Attack	Normal	Special	80	100	10	Normal
TM29	Scald	Water	Special	80	100	15	Normal
TM32	Dazzling Gleam	Foiry	Special	80	100	10	Many Other
TM36	Thunderbolt	Electric	Special	90	100	15	Normal
TM38	Thunder	Electric	Special	110	70	10	Normal
TM40	Psychic	Psychic	Special	90	100	10	Normal
TM47	Surf	Water	Special	90	100	15	All Others
TM51	Blizzard	lce	Special	110	70	5	Many Other
TM54	Flash Cannon	Steel	Special	80	100	10	Normal
TM55	Ice Beam	Ice	Special	90	100	10	Normal

7	1	
4		



Starmie







Gender unknown

ATTACK DEFENSE SP. ATK SP. DEF

seven colors.



DAMAGE TAKEN IN BATTLES

SPECIES STRENGTHS

CDEED POKÉDEX ENTRY The center section is named the core. People think it is communicating when it glows in

×0.5

MAIN WAY TO OBTAIN

Catch one when it appears on the water's surface on Route 18 (West), Route 19, or Route 21. Or obtain a Staryu, then use a Water Stone on it to evolve it into Starmie.





Starvu



Starmie





		E۷	

Harden	Normal	Status	-	-	30	Self
Psywave	Psychic	Special	-	100	15	Norma
Tackle	Normal	Physical	40	100	35	Norma
Water Gun	Water	Special	40	100	25	Norma

ecial	40	100	25	Normal

TM08 Substitut TM09 Reflect TM12 Faced TM16 Thunder TM25 Waterfal TM27 Toolc TM28 Tri Attac TM29 Scald TM32 Dazzling

TM32 Dazzling Gk TM36 Thunder TM38 Thunder TM40 Psychic TM47 Surf TM48 Hyper Beam TM51 Blizzard TM54 Flash Canno TM55 ke Beam TM59 Dream Eate





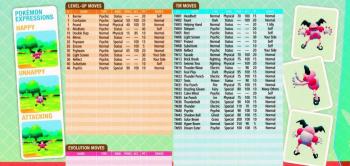


Average weight: 120.1 lbs.

Average height: 4'03"

MAIN WAY TO OBTAIN Catch one when it appears on Route 11.

(DOES NOT EVOLVE)











♂ ♀ | The female has a longer abdomen than the male.



н A D SI

S

PECIES	STRENGTH
P	*******
TTACK	
EFENSE	STORY OF THE PERSON
P. ATK	NUMBER OF THE PERSON
P. DEF	COLUMN TO SECURE

SPEED

×0.5

POKÉDEX ENTRY Leaps out of tall grass and slices prev with its scythes. The movement looks like that of a ninia.

MAIN WAY TO OBTAIN

Catch one when it appears on Route 14 or Route 15 in Pokémon: Let's Go, Pikachu! Obtain one in a trade if you are playing Pokémon: Let's Go, Eeveel, as it does not appear in that game.



(DOES NOT EVOLVE)



TM05 Rest TM06 Light Scree TM07 Protect TM08 Substitute TM12 Facade TM13 Brick Break 10 10 20 15 20 15 10 5 70 75 70 80 -100 100 100 100 90 90 TM18 U-turn TM24 X-Scissor TM27 Toxic









Average weight: 89.5 lbs.

Human Shape Pokémon 124







SPECIES STRENGTHS

HP ATTACK DEFENSE SP. ATK SP DEF

POKÉDEX ENTRY

Appears to move to a rhythm of its own, as if it were dancing. It wiggles its hips as it walks.

MAIN WAY TO OBTAIN Catch one when it appears in the Seafoam Islands









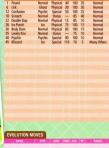




(DOES NOT EVOLVE)

TM MOVES





	10000							
TM01	Headbutt	Normal		70	100	15	Normal	٠
	Taunt	Dark	Status	-	100	20	Normal	
	Helping Hand	Normal	Status	_	-	20	1.Ally	
	Teleport	Psychic	Status	_		20	Self	
	Rest	Psychic	Status			10	Self	
	Light Screen	Psychic	Status	-	-	30	Your Side	
TM07	Protect	Normal	Status	-	_	10	Self	
	Substitute	Normal	Status			10	Self	
	Reflect	Psychic		_	_	20	Your Side	
	Facade	Normal	Physical	70	100	70	Normal	
	Brick Break	Rohting	Physical	75	100	15	Normal	
	Seismic Toss	Fighting	Physical	-	100	20	Normal	
	Toric	Poison	Status		90	10	Normal	
	Calm Mind	Psychic	Status	_	-	70	Self	
TM35	Ice Punch	Ice	Physical	75	100	15	Normal	
	Psychic	Psychic	Special	90	100	10	Normal	
	Shadow Ball	Ghost	Special	80	100	15	Normal	
TMAS	Hyper Beam	Normal	Special	150	90	5	Normal	
	Blizzard	Ice	Special	110	70	5	Many Others	
	Ice Beam	Ice	Special	90	100	10	Normal	
TMS9	Dream Eater	Psychic	Special	100	100	15	Normal	
		Jone	species			100		





Electabuzz









SPECIES STRENGTHS

HP ATTACK DEFENSE SP. ATK SP. DEF

POKÉDEX ENTRY

SPEED

If a major power outage occurs, it is certain that this Pokémon has eaten electricity at a power plant.

● ×0.5

×0.5

MAIN WAY TO OBTAIN

Catch one when it appears in the Power Plant.



EVOLUTION

(DOES NOT EVOLVE)



LEVEL-UP MOVES 40 40 60 -75 90 Thunder Wave Swift Low Kick Light Screen Thunder Punch Screech





TM06 Light Screen
TM07 Protect
TM08 Substitute
TM09 Select
TM09 Select
TM19 Seick Select
TM19 Seick Break
TM15 Seismic Toss
TM15 Seismic Toss
TM16 Thunder Wave
TM19 Ison Tail
TM27 Isonic
TM31 Fire Punch
TM27 Isonic
TM31 Thunderboth
TM35 Is Repunch
TM35 Thunderboth
TM36 Thunderboth
TM369 Thunderboth

TM MOVES











POKÉDEX ENTRY

Born in an active volcano, Its body is always cloaked in flames, so it looks like a big ball of fire.

MAIN WAY TO OBTAIN Catch one when it appears in the

Pokémon Mansion.



DAMAGE TAKEN IN BATTLES





















(DOES NOT EVOLVE)

TM MOVES

POKÉMON EXPRESSIONS

		NAME	TAME					
	1	Ember	Fire	Special	40	100	25	Normal
	1	Leer	Normal	Status	-	100	30	Many Others
	6	Smog	Poison	Special	30	70	20	Normal
	11	Smokescreen	Normal	Status	-	100	20	Normal
	17	Clear Smog	Poison	Special	50	-	15	Normal
		Low Kick	Fighting	Physical	-	100	20	Normal
	28	Fire Spin	Fire	Special	35	85	15	Normal
		Fire Punch	Fire	Physical	75	100	15	Normal
	39	Confuse Ray	Ghost	Status	-	100	10	Normal
		Hamethrower	Fire	Special	90	100	15	Normal
	50	Fire Blast	Fire	Special	110	85	5	Normal
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LEVEL-UP MOVES

780	MANE						
TM01	Headbutt	Normal	Physical	70	100	15	Normal
TMOZ	Taunt	Dark	Status	-	100	20	Normal
TM03	Helping Hand	Normal	Status	-	-	20	1 Ally
TM04	Teleport	Psychic	Status		_	20	Self
TM05	Rest	Psychic	Status	men.	-	10	Self
TM07	Protect	Normal	Status	-	_	10	Self
TMOR	Substitute	Normal	Status	-	-	10	Self
TM11	Will-O-Wisp	Fire	Status	-	85	15	Normal
TM12	Facade	Normal	Physical	70	100	20	Normal
TM13	Brick Break	Rohting	Physical	75	100	15	Normal
TM15	Seismic Toss	Fighting	Physical	_	100	20	Normal
TM19	Iron Tail	Steel	Physical	100	75	15	Normal
TM23	Thunder Punch	Electric	Physical	75	100	15	Normal
TM27	Toric	Poison	Status	-	90	10	Normal
TM31	Fire Punch	Fine	Physical	75	100	15	Normal
TM37	Flamethrower	Fire	Special	90	100	15	Normal
TM40	Psychic	Psychic	Special	90	100	10	Normal
TM46	Fire Blast	Fire	Special	110	85	5	Normal
	Hyper Beam	Normal	Special	150	90	5	Normal

	-			
4			-	N. Carlo
4		4	X	











→ Same form for male/female



PEGICO	SINEMUIN
-IP	1100
ATTACK	0.00000
DEFENSE	
SP. ATK	1000
SP. DEF	0.00

DAMAGE TAKEN IN BATTLES

0	×2	0	×1
0	×1	0	×1
0	×0.5	0	×2

POKÉDEX ENTRY

Grips its prey in its pincers and squeezes hard! It can't move if it's cold out, so it lives in warm places.

€ ×1	① ×1
(3) ×1	① ×1
O ×0.5	(×1
② ×1	
O ×0.5	(⊙ ×1

MAIN WAY TO OBTAIN

Obtain one in a trade if you are playing Pokémon: Let's Go, Pikachu!, as it does not appear in that game. Catch one when it appears on Route 14 or Route 15 in Pokémon: Let's Go, Eevee!



(DOES NOT EVOLVE)



ш	EVEL-UP MU	VES					
ø							
1	Focus Energy	Normal	Status	-	-	30	Self
1	Vice Grip	Normal	Physical	55	100	30	Normal
4	Bind	Normal	Physical	15	85	20	Normal
8	Seismic Toss	Fighting	Physical	-	100	20	Normal
12	Harden	Normal	Status	_	-	30	Self
16	Brick Break	Fighting	Physical	75	100	15	Normal
20	X-Scissor	Bug	Physical	80	100	15	Normal
26	Submission	Fighting	Physical	80	80	20	Normal
32	Swords Dance	Normal	Status	-	-	20	Self
25	Thrash	Normal	Physical	120	100	10	1 Random
	Superpower	Rohting	Physical		100	5	Normal
	Guillotine	Normal	Physical		30	5	Normal

*		
t	1	

J	EVOLUTION MO	VES	KND	POW ACC	RANGE

1M01 Headburt
1M03 Helping Har
1M05 Rest
1M07 Protect
1M06 Substune
1M10 Dig
1M12 Facade
1M13 Brick Break
1M15 Scismic Toss
1M22 Rock Side
1M14 X-Scisor
1M24 Rock Side
1M24 X-Scisor
1M20 Bulk Up
1M27 Toss
1M20 Bulk Up
1M21 Hardyalor
1M40 Superpower













Mega Pinsir



Average weight: 160.0 [bb.



Buy a Pinsirite, then Mega Evolve Pinsir during battle.

Pinsir



SPECIES STRENGTHS

HP ATTACK DEFENSE SP. ATK SP. DEF SPEED

REQUIRED MEGA STONE:

Buy it from a seller who appears at the Pokémon League once you have become Champion (p. 103).















Average height: 4'07"

Average weight: 194.9 lbs.

Tauros







Male only



SPECIES STRENGTHS

HP ATTACK DEFENSE SP. ATK SP. DEF

POKÉDEX ENTRY

A rowdy Pokémon with a lot of stamina. Once running, it won't stop until it hits something.

DAMAGE TAKEN IN BATTLES

MAIN WAY TO OBTAIN

Catch one when it appears on Route 14 or Route 15.



EVOLUTION

(DOES NOT EVOLVE)



1 Tackle 6 Tall Whip 12 Rage 18 Horn Attack 24 Leer 30 Rest 34 Talke Down 38 Focus Energy 42 Thrash 46 Double-Edge 50 Outrage

TM05 Rest TM07 Protect TM08 Substitute TM12 Facade TM19 Ison Tail TM22 Rock Slide TM27 Toxic TM36 Thunderbo TM37 Flamethou TM38 Thunder TM39 Outrage

Status — Status — Physical 70 Physical 100 Physical 100 Special 90 Special 90 Special 110 Physical 120 Special 110 Special 150 Special 150 Special 150 Special 110







EVOLUTION MOVES

₩ 322

Magikarp

vellow whiskers.



SPECIES STRENGTHS

HP	-
ATTACK	
DEFENSE	STREET.
SP. ATK	
SP. DEF	ALC: U
SPEED	STREET, STREET,

POKÉDEX ENTRY

It can be found swimming in seas, lakes, rivers, and shallow puddles.

(0) ×1

	0	
⊘ ×0.5	×1	
○ ×0.5	① ×1	
(A) ×2	(A) ×1	

DAMAGE TAKEN IN BATTLES



1	^0.5	U	^'
ı	○ ×1	0	×1
1	(i) ×1	0	×0.

MAIN WAY TO OBTAIN

Catch one when it appears on the water's surface on Route 4 (East), Route 24, or elsewhere.





EVOLUTION



TM MOVES



LEVEL-UP MOVES nal Status — — 40 Self nal Physical 40 100 35 Normal

EVOLUTION MOVES



Gyarados







The female has white whiskers, whereas the male has blue whiskers.





SP	ECI	ES	ST	RE	NGT	HS

PEULES	SIKENGII	a
HP		
ATTACK		
DEFENSE	-	
SP. ATK	STATE OF THE PARTY.	
D DEE		

DAMAGE TAN	CEN IN BATTL
① ×1	① ×1
	0

POKÉDEX ENTRY

Brutally vicious and enormously destructive. Known for totally destroying cities in ancient times.

@	×1	(a)	2
Q	×4	0	1
8	×1	0	1

MAIN WAY TO OBTAIN

Catch one when it appears on the water's surface on Route 20. Or obtain a Magikarp, then level it up to Lv. 20 or higher to evolve it into Gyarados.





Lv. 20



Magikarp

butt	Normal	Physical	70	100	1
1	Dark	Status	-	100	2
	Psychic	Status	-	-	1
ct	Normal	Status	-	-	1
situte	Normal	Status	-	-	1
xt	Psychic	Status	_	-	2
de	Normal	Physical	70	100	2
der Wave	Electric	Status	-	90	2
on Tail	Dracon	Physical	60	90	1
Tall .	Steel	Physical	100	75	1
Pulse	Dark	Special	80	100	1
efall	Water	Physical	80	100	1
	Poison	Status	_	90	1
	Water	Special	80	100	1
on Pulse	Dragon	Special	85	100	1
derbolt	Electric	Special	90	100	1
ethrower	Fire	Special	90	100	1
der	Electric	Special	110	70	1
	Desens	Dharles	170	100	1







他

	1	Thrash	
	6	Leer	
×	11	Dragon Rage	
	16	Bind	
	21	Rage	
	26	Dragon Tail	
	31	Waterfall	
_	36	Crunch	
	41	Outrage	
	46	Hydro Pump	
	51	Hyper Beam	
		- April - Stan	
- 1			
1.63			

LEVEL-UP MOVES











MEGA GYARADOS

Mega Gyarados



Average weight: 6724 133



Buy a Gyaradosite, then Mega Evolve Gyarados during battle.



Mega Gyarados

SPECIES STRENGTHS ATTACK DEFENSE SP. ATK SP. DEF

REQUIRED MEGA STONE: GYARADOSITE

Buy it from a seller who appears at the Pokémon League once you have become Champion (p. 103).













Same form for male/female



SPECIES STRENGTHS

OI LUILO	SITTLING	***
HP	CONTRACTOR	
ATTACK		
DEFENSE		
SP. ATK		
SP. DEF	CORRECT	

POKÉDEX ENTRY A gentle soul that can understand human speech. It can ferry people across the sea on its back.

DAMAGE TAKEN IN RATTI ES

MAIN WAY TO OBTAIN

Receive one from an employee in Silph Co. (p. 84). Or catch one when it appears as an unusual encounter during a Catch Combo (p. 117) on Route 20.



EVOLUTION

(DOES NOT EVOLVE)



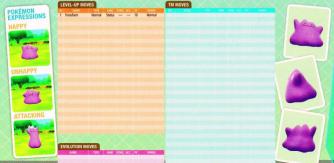
LEVEL-UP MOVES 100 15 25 40 30 30 10 15 10 15 Growl Mist Ice Shard Confuse Ray Body Slam Ice Beam Surf 6 Growt 13 Mist 19 Ice Shard 26 Confuse Ray 32 Body Slam 39 Ice Beam 45 Surf 52 Dragon Pulsi 58 Blizzard 100 100 100 100 100 100 70 80

1803 MSL 1M07 Protect 1M08 Substitute 1M09 Reflect 1M19 For Tall 1M19 Iron Tall 1M27 Tools 1M34 Dragon Pul 1M36 Thursderol 1M38 Thursderol 1M38 Thursderol 1M39 Outrage 1M40 Psychic 1M40 Psychic 1M40 Psychic 1M40 Solar Bean 1M47 Suf 1M48 Biggard 1M58 Bi









Eevee







♂ ♀ | Same form for male/female



SPECIES STRENGTHS

HP ATTACK DEFENSE SP. ATK SP. DEF

AGE TAKEN IN BATTLES

POKÉDEX ENTRY

SPEED

It can evolve into a variety of forms. Eevee's genes are the key to solving the mysteries of Pokémon evolution.

MAIN WAY TO OBTAIN

Catch one when it appears on Route 17.







Use Thunder Stone

Jolteon



Use Fire Stone





LEVEL-UP MOVES Quick Attack Double Kick 6 10 14 17 21 24 28

Vaporeon

TM MOVES

TM10 TM12 TM19 TM27

80 70 100

Flareon









EVOLUTION MOVES

₩ 328



SPECIES STRENGTHS

HP	THE REAL PROPERTY.
ATTACK	
DEFENSE	-
SP. ATK	THE REAL PROPERTY.
SP. DEF	

POKÉDEX ENTRY

Its cell structure is similar to water molecules. It melts into the water and becomes invisible.

DAMAGE TAKEN IN BATTLES

(O) ×1	O	×1	
○ ×0.5	0	×1	
A	0	202	









MAIN WAY TO OBTAIN

Obtain an Eevee, then use a Water Stone on it to evolve it into Vaporeon. Note that your partner Eevee will not evolve into Vaporeon if you are playing Pokémon: Let's Go, Eevee!

LEVEL-UP MOVES

Growl
Sand Attack
Tackle
Tail Whip
Water Gun
Yawn
Tail Whip
Quick Attack
Double Kick
Sand Attack
Autora Beam
Haze
Acid Armor

6 Quick Attack 10 Double Kick 14 Sand Attack 17 Autora Beam 21 Haze 24 Acid Armor 28 Helping Hand 31 Hydro Pump



Vaporeon







EVOLUTION



1907 Headbut
1905 Rest
1907 Protect
1908 Scholter
1909 Reflect
1909 Re

POKÉMON EXPRESSIONS





	-	G
town	-	
	FACKING	ì
AI	AGKING	
100	10 m	

XX	X					
EVOLUTION N						\times
NAME						
Water Gun	Water	Special	40	100	25	Normal

er Stone	3
→ →	
	Vaporeon
TM MOVES	

						The state of the s
lormal	Physical	70	100	15	Normal	
lormal	Status	-	1220	20	1 Ally	
sychic	Status	-	_	10	Self	
larmal	Status	-	-	10	Self	
lormal	Status	-	_	10	Self	
sychic	Status	_	-	20	Your Side	STATE OF THE PARTY
mund	Physical	80	100	10	Normal	
lormal	Physical	70	100	20	Normal	
Steel	Physical	100	75	15	Normal	
Water	Physical	80	100	15	Normal	
Polson	Status	-	90	10	Normal	The second second
Nater	Special	80	100	15	Normal	
Ghost	Special	80	100	15	Normal	
Nater	Special	90	100	15	All Others	
lormal	Special	150	90	5	Normal	
ke	Special	110	70	5	Many Others	1
ke	Special	90	100	10	Normal	A
iornal	Physical	40	100	20	Normal	















SPECIES	STRENGTH
-IP	2000
ATTACK	ALC: NO.
DEFENSE	ALIEN
SP. ATK	0.000
SP. DEF	A SHARK
SPEED	THE PERSON NAMED IN

POKÉDEX ENTRY A sensitive Pokémon that easily becomes sad or angry. Every time its mood changes, it charges power.

MAIN WAY TO OBTAIN

Obtain an Eevee, then use a Thunder Stone on it to evolve it into Jolteon. Note that your partner Eevee will not evolve into Jolteon if you are playing Pokémon: Let's Go, Eevee!





TM MOVES



	1	Growl	Normal	Status	-	100	40	Marry Others
	1	Sand Attack	Ground	Status	-	100	15	Normal
	1	Tackle	Normal	Physical	40	100	35	Normal
	1	Tail Whip	Normal	Status	-	100	30	Many Others
	1	Thunder Shock	Electric	Special	40	100	30	Normal
	1	Yawn	Normal	Status	-	-	10	Normal
	3	Tail Whip	Normal	Status	-	100	30	Many Others
	6	Quick Attack	Normal	Physical	40	100	30	Normal
	10	Double Kick	Fighting	Physical	30	100	30	Normal
	14	Sand Attack	Ground	Status	-	100	15	Normal
	17	Pin Missile	Bug	Physical	25	95	20	Normal
_	21	Thunder Wave	Electric	Status	-	90	20	Normal
	24	Agility	Psychic	Status	-	-	30	Self
	28	Helping Hand	Normal	Status	-	-	20	1 Ally
	31	Thunder	Electric	Special	110	70	10	Normal
- 1								
E								
		XX	A					
1	E	VOLUTION M	TWES					
	-	TOLOTTON III		-	_	-	-	DANGE

Electric Special 40 100 30 Normal

LEVEL-UP MOVES

	Headbutt		Physical				
103	Helping Hand		Status				
	Rest	Psychic	Status	-	-		
106	Light Screen	Psychic	Status	-	-	30	-
107	Protect	Normal	Status	-	_	10	
108	Substitute	Normal	Status	-	-	10	
109	Reflect	Psychic	Status	-	-	20	1
110	Dia	Ground	Physical	80	100	10	
112	Facade	Normal	Physical	70	100	20	
	Thunder Wave	Electric	Status				
119	Iron Tail	Steel	Physical	100	75	15	
	Toxic		Status				

mai	Status	-	-	20	1 Ally	
chic	Status	-	-	10	Self	
chic	Status	-	-	30	Your Side	
mal	Status	-	-	10	Self	
mal	Status	-	-	10	Self	
chic	Status	-	-	20	Your Side	
und	Physical	80	100	10	Normal	
mal	Physical	70	100	20	Normal	
ctric	Status	-	90	20	Normal	
eel	Physical	100	75	15	Normal	
son	Status	-	90	10	Normal	
ctric	Special		100		Normal	
ctric	Special	110	70	10	Normal	
iost	Special		100	15	Normal	
mal	Special	150		5	Normal	
mal	Physical	40	100	20	Normal	





♂ ♀ Same form for male/female



SPECIES STRENGTHS



SP. DEF



3 ×1 It has a flame chamber inside its body. It inhales, then breathes out fire that is over 3,000 degrees Fahrenheit.

MAIN WAY TO OBTAIN

Obtain an Eevee, then use a Fire Stone on it to evolve it into Flareon. Note that your partner Eevee will not evolve into Flareon if you are playing Pokémon: Let's Go, Eevee!



DAMAGE TAKEN IN BATTLES

(×1

20.5

Flareon











Flareon

POKÉMON EXPRESSIONS





	EVEL-UP MOVES							
	NAME	TYPE	KIND					
ı	Ember	Fire	Special	40	100	25	No	
	Growl	Normal	Status	-	100	40	Many	
	Sand Attack	Ground	Status	_	100	15	No	
	Tackie.	Nomai	Physical	40	100	35	No	
	Tail Whip	Normal	Status	-	100	30	Many	
	Yawn	Normal	Status	-	-	10	No	
	Tail Whip	Normal	Status	-	100	30	Many	
	Quick Attack	Normal	Physical	40	100	30	No	
,	Double Kick	Fighting	Physical	30	100	30	No	
۱	Sand Attack	Ground	Status	_	100	15	No	
ì	Fire Spin	Fine	Special	35	85	15	No	

nal	Status	-	100	30	Many Other
Isrr	Status	-	-	10	Normal
mal	Status	-	100	30	Many Other
mal	Physical	40	100	30	Normal
priit	Physical	30	100	30	Normal
and	Status	_	100	15	Normal
90	Special	35	85	15	Normal
non	Special	30	70	20	Normal
Ism	Status	-	-	30	Self
mal	Status	-	-	20	1 Ally
	Physical	120	100	15	Normal

26		Headbull
hers	TM03	Helping Hand
	TM05	
		Protect
hers	TM08	Substitute
		Reflect
	TM10	
al	TM11	Will-O-Wisp
al		Facade
al le	TM19	Iron Tail
al	TM27	Toxic
d	TM37	Flamethrower
	TM43	Shadow Ball
	TM46	Fire Blast
d	TM48	Hyper Beam
	TM49	Superpower
	TM57	Pay Day

TM MOVES

5 Normal 10 1 Ally 0 Self 0 Self
0 Self 0 Self
0 Self
0 Self
10 Your Side
0 Normal
5 Normal
0 Normal
5 Normal
0 Normal
5 Normal
O Normal







Porygon





PORYGON (137



Gender unknown

SPECIES	STRENGT
HP	-
ATTACK	STATE OF THE PARTY.
DEFENSE	
SP. ATK	-
SP. DEF	A SHIP OF THE PARTY OF THE PART

ATTACK	A	
DEFENSE	STREET, STREET,	
SP. ATK	STATE OF THE PARTY.	
SP. DEF	I SHEET	
SPEED	many.	

POKÉDEX ENTRY

The only Pokémon that people anticipate can fly into space. None has managed the feat vet, however,



MAIN WAY TO OBTAIN

Receive one from a Silph Co. employee in Saffron City after freeing Silph Co. from Team Rocket (p. 86). Or catch one when it appears as an unusual encounter during a Catch Combo (p. 117) on Route 7.



EVOLUTION

(DOES NOT EVOLVE)

TM MOVES



1	Tackle	Normal	Physical	40	100	35	Normal
4	Sharpen	Normal	Status	_	-	30	Self
9	Psybeam	Psychic	Special	65	100	20	Normal
3	Agility	Psychic	Status	-	-	30	Self
8	Barrier	Psychic	Status	_	-	20	Self
2	Tri Attack	Normal	Special	80	100	10	Normal
7	Thunder Wave	Electric	Status	-	90	20	Normal
1	Conversion	Normal	Status	-	-	30	Self
16	Recover	Normal	Status	_	_	10	Self
10	Hyper Beam	Normal	Special	150	90	5	Normal

00	10	Normal	TN
90	20	Normal	TM
	20 30	Self	TM
90	10	Self	TM
~	5	Normal	TAA
90	3	MOTTHAL	TM TM TM TM TM TM
			100
			UM.
			TM
			TM TM
			TM

14455						
Headbutt	Normal	Physical	70	100	15	Normal
Teleport	Psychic	Status	-	-	20	Self
Rest	Psychic	Status	-	-	10	Self
Protect	Normal	Status	-	-	10	Self
Substitute	Normal	Status	-	_	10	Self
Reflect	Psychic	Status	-	-	20	Your Side
Facade	Normal	Physical	70	100	20	Normal
Thunder Wave	Electric	Status		90	20	Normal
Iron Tail	Steel	Physical	100	75	15	Normal
Foul Play	Dark	Physical	95	100	15	Normal
Toxic	Poison	Status	-	90	10	Normal
Tri Attack	Normal	Special	80	100	10	Normal
Thunderholt	Flectric	Special	90	100	15	Normal
Thunder	Electric	Special	110	70	10	Normal
Psychic	Psychic	Special	90	100	10	Normal
Shadow Ball	Ghost	Special	80	100	15	Normal
Solar Beam	Grass	Special	200	100	10	Normal
Hyper Beam	Normal	Special	150	90	5	Normal
Blizzard	ice	Special	110	70	5	Many Others

N	UNHAPPY
Section 1	

POKÉMON EXPRESSIONS



₩ 332

Omanyte

3 Same form for male/female



CD	ECI	EC.	CT	REN	ICT	'uc

OI LUILU	OTHEROTHO
HP	
ATTACK	
DEFENSE	
SP. ATK	
SP. DEF	
SPEED	100

POKÉDEX ENTRY

An ancient Pokémon that was recovered from a fossil. It swam by cleverly twisting its 10 tentacles about.

MAIN WAY TO OBTAIN

Choose the Helix Fossil in Mt. Moon. or find one in the Cerulean Cave, then have it restored to Omanyte on Cinnabar Island (p. 92).



DAMAGE TAKEN IN BATTLES

0	×0.5	0	×0.5
0	×0.25	0	×1
0	×1	0	×1
~		-	



Habitat Unkn



EVOLUTION

Omanyte



Omastar



-



EVOLUTION	MOVES	
NAME	TYPE	

LEVEL-UP MOVES

1 Constrict
4 Withdraw
11 Leer
15 Water Gun
22 Bite
26 Rock Throw
33 Protect
37 Rock Slide
44 Hydro Pump
48 Shell Smash

TM MOVES				
1982	HANN			
TM01	Headbutt			
TM05				
TM07	Protect			
	Substitute			
TM09	Reflect			
	Facade			
TM22	Rock Slide			
TM25	Waterfall			
TM27	Toxic			

	Normal	Status	-	-	10	Self
be .	Normal	Status	-	_	10	Self
	Psychic	Status	-	-	20	Your Side
	Normal	Physical	70	100	20	Normal
le .	Rock	Physical	75	90	10	Many Others
	Water	Physical	80	100	15	Normal
	Poison	Status	-	90	10	Normal
	Water	Special	80	100	15	Normal
	Water	Special	90	100	15	All Others
	Ice	Special	110	70	5	Many Others
1	Ice	Special	90	100	10	Normal
lock	Rock	Status	-	-	20	Other Side

Normal Physical 70 100 15 Normal







Omastar







3 2 Same form for male/female



SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP. DEF SPEED

POKÉDEX ENTRY

Its sharp beak rings its mouth. Its shell was too big for it to move freely, so it became extinct.

×2 ×0.5

×0.5

×0.25

MAIN WAY TO OBTAIN

Obtain an Omanyte, then level it up to Lv. 40 or higher to evolve it into Omastar.



EVOLUTION



Omastar



1	Bide	Normal	Physical	-	-	10	Self
1	Constrict	Normal	Physical	10	100	35	Normal
1	Leer	Normal	Status	-	100	30	Marry Othe
1	Spike Cannon	Normal	Physical	20	100	15	Normal
1	Supersonic	Normal	Status	-	55	20	Normal
1	Water Gun	Water	Special	40	100	25	Normal
1	Withdraw	Water	Status	-	_	40	Self
4	Withdraw	Water	Status	-	-	40	Self
11	Leer	Normal	Status	_	100	30	Many Othe
15	Water Gun	Water	Special	40	100	25	Normal
22	Eite	Dark	Physical	60	100	25	Normal
26	Rock Throw	Bock	Physical	50	90	15	Normal
33	Protect	Normal	Status	-	-	10	Self
37	Rock Slide	Rock	Physical	75	90	10	Many Othe
50	Hydro Pump	Water	Special	110	80	5	Normal
60	Shell Smash	Normal	Status	-	-	15	Self

LEVEL-UP MOVES

TM	MOVES
	MOTEU
THEOS	Headbutt
TM05	
	Protect
	Substitute
	Reflect
	Facade
	Seismic Toss
	Rock Slide
	Waterfall
TM27	
TM29	
TM47	
	Hyper Beam
TARES	Blizzard
	Ice Beam
	Stealth Book
IM20	Steffith Mack

iormal	Physical	70	100	15	Normal	
sychic	Status	-	-	10	Self	
lormal	Status	_	-	10	Self	
Aormal	Status	-	-	10	Self	
sychic	Status	_	_	20	Your Side	
Iormal	Physical	70	100	20	Normal	
ighting	Physical	-	100	20	Normal	
Rock	Physical	75	90	10	Many Others	
Water	Physical	80	100	15	Normal	
Poison	Status	-	90	10	Normal	
Water	Special	80	100	15	Normal	
Water	Special	90	100	15	All Others	
lormal	Special	150	90	5	Normal	
Ice	Special	110	70	5	Many Others	
loe	Special	90	100	10	Normal	









EVOLUTION MOVES Normal Physical 20 100 15

Kabuto



SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP. DEF SPEED

POKÉDEX ENTRY

A Pokémon that was recovered from a fossil. It used the eyes on its back while hiding on the seafloor.

DAMAGE TAKEN IN BATTLES



Choose the Dome Fossil in Mt. Moon, or find one in the Cerulean Cave, then have it restored to Kabuto on Cinnabar Island (p. 92).









POKÉMON EXPRESSIONS



EVOLUTION MOVES

LEVEL-UP MOVES

	8	4		X
	1	5	7	b
	X	-		A
	ď	(ab	uto	ps
IOVES				

3						
M						
	Normal	Physical	70	100	15	
	Psychic	Status	-	-	10	
	Normal	Status	_	_	10	
*	Normal	Status	-	-	10	
	Psychic	Status	-	-	20	Y
	Ground	Physical	80	100	10	- 1
	Normal	Physical	70	100	20	- 7

	Normal	Physical	70	100	15	Normal	
	Psychic	Status	-	-	10	Self	
	Normal	Status	_	_	10	Self	
	Normal	Status	-	-	10	Self	
	Psychic	Status	-	-	20	Your Side	
	Ground	Physical	80	100	10	Normal	
	Normal	Physical	70		20	Normal	
	Rock	Physical	75	90	10	Many Others	
	Water	Physical	80	100		Normal	
	Poison	Status	-	90	10	Normal	
	Water	Special	80	100	15	Normal	
	Water	Special	90	100	15	All Others	
	ke	Special	110	70	5	Many Others	
n	Grass	Special	75	100	10	Normal	
	ke	Special	90	100	10	Normal	
dk	Rock	Status	-	-	20	Other Side	

















♂ ♀ | Same form for male/female



SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP. DEF

POKÉDEX ENTRY A slim and fast swimmer, It sliced its prey with its sharp sickles and drank the body fluids.

MAIN WAY TO OBTAIN

Obtain a Kabuto, then level it up to Lv. 40 or higher to evolve it into Kabutops.







Kabuto



40 - 30 - - 40 - 70 - - 40 40 50 - 75 80 15 10 30 30 35 40 20 30 15 10 10 20 20 100 100 100 100 85 100 100 100 90 100 90 Harden Leer Absorb Aqua Jet Rock Throw Sand Attack Rock Slide

TM MOVES TM01 Headburtt
TM65 Rest
TM60 Substitute
TM60 Substitute
TM60 Substitute
TM60 Reflect
TM10 Dig
TM12 Faced
TM11 Binds Binds
TM12 Rock
TM15 Seismir Tos
TM22 Rock Side
TM24 X-Scisor
TM25 Substitute
TM27 Took
TM29 Substitute
TM24 Took
TM29 Substitute
TM24 Superpower
TM51 Bilzzard
TM55 Mega Drain
TM555 Ice Boarn
TM555 Sealeth Rock









EVOLUTION MOVES

₩ 336

Kabutops







Aerodactyl





SPECIES STRENGTHS











×0.5

MAIN WAY TO OBTAIN

Receive an Old Amber in Pewter City (p. 53), or find one in the Cerulean Cave, then have it restored to Aerodactyl on Cinnabar Island (p. 92).





(DOES NOT EVOLVE)

TM MOVES



1	Bitte	Dark	Physical		100	25	Normal
1	Wing Attack	Flying	Physical	60	100	35	Normal
7	Roar	Normal	Status	-	-	20	Normal
14	Supersonic	Normal	Status	_	55	20	Normal
21	Rock Throw	Rock	Physical	50	90	15	Normal
28	Agility	Psychic	Status	_	-	30	Self
	Crunch	Dark	Physical		100	15	Normal
42	Rock Slide	Rock	Physical	75	90	10	Many Others
49	fly	Flying	Physical	90	95	15	Normal
56	Take Down	Normal	Physical	90	85	20	Normal
63	Hyper Beam	Normal	Special	150	90	5	Normal

TM01	Headbutt	Normal
TM02	Taunt	Dark
	Rest	Psychic
TM07	Protect	Normal
	Substitute	Normal
TM09	Reflect	Psychic
	Facade	Normal
TM14	Fly	Flying
	Iron Tail	Steel
TM22	Rock Slide	Rock
TM27	Toxic	Poison
TM34	Dragon Pulse	Dragon
TM37	Flamethrower	Fire
TM41	Earthquake	Ground
TM46	Fire Blast	Fire
TM48	Hyper Beam	Normal
TMSO	Roost	Flying
TM56	Stealth Rock	Rock

sychic	Status	-	_	10	Self	
lormal	Status	-	-	10	Self	
lormal	Status	-	_	10	Self	
sychic	Status			20	Your Side	
lormal	Physical	70	100	20	Normal	
Plying	Physical				Normal	
Steel	Physical	100	75	15	Normal	
Rock	Physical	75	90	10	Marry Others	
oison	Status				Normal	
ragon	Special	85	100	10	Normal	
Fire	Special	90	100	15	Normal	
nound	Physical	100	100	10	All Others	
Fine	Special	110	85	5	Normal	
lormal	Special	150	90	5	Normal	
Piving	Status	-	-	10	Self	
Rock	Status				Other Side	

Physical 70 100 15 Normal









LEVEL-UP MOVES



MEGA AERODACTYL





Mega Evolve Aerodacty during battle.

Mega Aerodactyl

Aerodactyl

SPECIES STRENGTHS

HP ATTACK DEFENSE SP. ATK SP. DEF



Buy it from a seller who appears at the Pokémon League once you have become Champion (p. 103).

×0.5







→ Same form for male/female

ATTACK DEFENSE SP. ATK SP. DEF SPEED

POKÉDEX ENTRY Will eat anything, even if the food happens to be a little moldy. It never gets an upset stomach.

DAMAGE TAKEN IN BATTLES



MAIN WAY TO OBTAIN Wake the Snorlax on Route 12

or Route 16, and catch it after defeating it in battle. Or catch one when it appears as an unusual encounter during a Catch Combo (p. 117) in the Cerulean Cave.





(DOES NOT EVOLVE)



LEVEL-UP MOVES

Tackle	Normal	Physical	40	100	35	Normal
Defense Curl	Normal	Status	_	-	40	Self
Yawn	Normal	Status	-	-	10	Normal
lick	Ghost	Physical	30	100	30	Normal
Headbutt	Normal	Physical	70	100	15	Normal
Rest	Psychic	Stabus	_	_	10	Self
Screech	Normal	Status	-	85	40	Normal
Amnesia	Psychic	Status	-	-	20	Self
Body Slam	Normal	Physical	85	100	15	Normal
Crunch	Dark	Physical	80	100	15	Normal
Superpower	Fighting	Physical	120	100	5	Normal

TM	MOVES
	Headbutt
TM05	
	Protect
	Substitute
	Reflect
TM12	Facade
TM13	Brick Break
TM15	Seismic Toss
TM22	Rock Slide

Normal Fighting Fighting Rock Electric Poison Fire Ice Electric Fire 75 90 90 110 120 90 100











EVOLUTION MOVES

Articuno







Gender unknown

SPECIES	STRENGTHS
HP	
ATTACK	and the same
DEFENSE	OTHER R.
SP. ATK	O COMPANY

DOVÉDEV ENTRY

HE AT DE

> SP. DEF SPEED

LOKEDEY FILLI	
A legendary bird Pokémon. It	
freezes water that is contained in	1
winter air and makes it snow.	

○ ×2	① ×1
(€) ×1	① ×1
×1	① ×1

MAIN WAY TO OBTAIN





(DOES NOT EVOLVE)

TM MOVES



TM01	Headbutt	Normal	Physical	70	100	15	Normal
TM05	Rest	Psychic	Status	-	-	10	Self
TM07	Protect	Normal	Status	_	-	10	Self
TMOS	Substitute	Normal	Status	-	-	10	Self
TM09	Reflect	Psychic	Status	-	_	20	Your Side
TM12	Facade	Normal	Physical	70	100	20	Normal
TM14	Fly	Flying	Physical	90	95	15	Normal
TM18	U-turn	Bug	Physical	70	100	20	Normal
TM27	Toric	Poison	Status	_	90	10	Normal
	Hyper Beam	Normal	Special	150	90	5	Normal
	Roost	Flying	Status	-	-	10	Self
TM51	Blizzard	Ice	Special	110	70	5	Many Others
TMSS	Ice Beam	Ice	Special	90	100	10	Normal











Average height: 5'03"

SPECIES STRENGTHS



POKÉDEX ENTRY This legendary bird Pokémon is said to appear when the sky turns dark and lightning showers down.

DAMAGE TAKEN IN BATTLES



MAIN WAY TO OBTAIN Catch Zapdos after you defeat it in battle in the Power Plant.





(DOES NOT EVOLVE)

Average weight: 116.0 lbs.

	EVEL-UP MUI	100	KIND	(PROVINCE)	-	-	24005
1	Peck	Flying	Physical	35	100	35	Normal
1	Thursder Shock	Electric	Special	40	100	30	Normal
8	Thunder Wave	Electric	Status	-	90	20	Normal
	Leer	Normal	Status	-	100	30	Marry Othe
24	Drill Peck	Flying	Physical	80	100	20	Normal
32	Thunderbolt	Electric	Special	90	100	15	Normal
40	Agility	Psychic	Status	-	-	30	Self
48	Light Screen	Psychic	Status	_	-	30	Your Side
56	Roost	Flying	Status	_	_	10	Self
64	Thunder	Electric	Special	110	70	10	Normal
72	Sky Attack	Flying	Physical	200	90	5	Normal
	100000000000000000000000000000000000000	-	Held Gold				

EVOLUTION MOVES

TM	MOVES						
TM01	Headbutt	Normal	Physical	70	100	15	Normal
TM05	Rest	Psychic	Status	-	-	10	Self
	Light Screen	Psychic		-	-	30	Your Side
TM07	Protect	Normal	Status	-	-	10	Self
TM06	Substitute	Normal	Status	-	-	10	Self
TM09	Reflect	Psychic	Status	-	-	20	Your Side
TM12	Facade	Normal	Physical	70	100	20	Normal
TM14	Flv	Flying	Physical	90	95	15	Normal
TM16	Thunder Wave	Electric	Status	-	90	20	Normal
TM18	U-turn	Bug	Physical	70	100	20	Normal
TM27	Toxic	Poison	Status	-	90	10	Normal
TM36	Thunderbolt	Electric	Special	90	100	15	Normal
TM38	Thunder	Electric	Special	110	70	10	Normal
TM48	Hyper Beam	Normal	Special	150	90	5	Normal
TM50	Roost	Flying	Status	-	-	10	Self
		-					







Moltres







Gender unknown

SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP. DEF SPEED

×0.25 ×0.25

POKÉDEX ENTRY

A legendary bird Pokémon. As it flaps its flaming wings, even the night sky will turn red.

×2

×0.5

MAIN WAY TO OBTAIN

Catch Moltres after you defeat it in battle on Victory Road.



EVOLUTION

(DOES NOT EVOLVE)



	Ember	Fire	Special	40	100	25	Normal
1	Wing Attack	Flying	Physical	60	100	35	Normal
8	Fire Spin	Fire	Special	35	85	15	Normal
6	Leer	Normal	Status	-	100	30	Many Others
4	Air Slash	Flying	Special	75	95	15	Normal
12	Flamethrower	Fire	Special	90	100	15	Normal
0	Agility	Psychic	Status	-	-	30	Self
8	Heat Wave	Fire	Special	95	90	10	Marry Others
6	Roost	Flying	Status	-	-	10	Self
4	Solar Beam	Grass	Special		100	10	Normal
12	Sky Attack	Flying	Physical	200	90	5	Normal

8	Fire Spin	Fire	Special	35	85	15	Normal	T
16	Leer	Normal	Status	-	100	30	Many Others	T
24	Air Slash	Flying	Special	75	95	15	Normal	17
32	Flamethrower	Fire	Special	90	100	15	Normal	T
	Agility	Psychic	Status	-	_	30	Self	1
48	Heat Wave	Fire	Special	95	90	10	Many Others	11
	Roost	Flying	Status	-	-	10	Self	11
	Solar Beam	Grass	Special	200	100	10	Normal	61
	Sky Attack	Flying	Physical	200	90	5	Normal	-
	and a common	.,,,	,					
								11
								81
								-
-	M MOITH IN	OUEO						

а	MUVES		
	35346		
11	Headbutt	Normal	Phys
15	Rest	Psychic	Stat
37	Protect	Normal	Sta
38	Substitute	Normal	Sta
9	Reflect	Psychic	Sta
n	Will-O-Wisp	Fire	Sta
12	facade	Normal	Phys
14	Fly	Flying	Phys
	U-tum	Bug	Phys
27	Toxic	Poison	Stat
	Flamethrower	Fire	Spe
	Solar Beam	Grass	Spe

Normal	Status	-	-	10	Self
Psychic	Status	-	-	20	Your Side
Fire	Status	_	85	15	Normal
Normal	Physical	70	100	20	Normal
Flying	Physical	90	95	15	Normal
Bug	Physical	70	100	20	Normal
Paison	Status	-	90	10	Normal
Fire	Special	90	100	15	Normal
Grass	Special	200	100	10	Normal
Fire	Special	110	85	5	Normal
Normal	Special	150	90	5	Normal
Flying	Status	-	-	10	Self







Dratini





SPECIES STRENGTHS



×0.5

POKÉDEX ENTRY









MAIN WAY TO OBTAIN







Lv. 30



Dragonair



Dragonite

Dratini







LEVEL-UP MOVES

TM MOVES



POKÉMON EXPRESSIONS ATTACKING

EVOLUTION MOVES



Dragonair







♂ ♀ | Same form for male/female



DAMAGE TAKEN IN BATTLES

SPECIES	STRENGT
HP	-
ATTACK	-
DEFENSE	-
SP. ATK	
SP. DEF	

0	×1	O	×
0	×0.5	0	×
0	×0.5	0	×
-		-	

POKÉDEX ENTRY

SPEED

According to a witness, its body was surrounded by a strange aura that gave it a mystical look.

O	× 0.5	0	×1
(3)	×2	0	×2
0	×1	0	×1
0	×1	0	×1
	×1	0	×2

MAIN WAY TO OBTAIN

Catch one when it appears on the water's surface on Route 10 (North). Or obtain a Dratini, then level it up to Lv. 30 or higher to evolve it into Dragonair.







Lv. 55



Dratini LEVEL-UP MOVES

Dragonair

Dragonite



1 1 1
1
1
1
7
14
21
28
40
52
64

4	Y
7	
4	
Y	

NAME	TYPE	KIND				
Dragon Rage	Dragon	Special	-	100	10	Normal
Leer	Normal	Status	-	100	30	Marry Othe
Thunder Wave	Electric	Status	_	90	70	Normal
Wrap	Normal	Physical	15	90	20	Normal
Thunder Wave	Electric	Status	_	90	20	Normal
Dragon Rage	Dragon	Special	-	100	10	Normal
Agility	Psychic	Status	_	-	30	Self
Dragon Tail	Dragon	Physical	60	90	10	Normal
Slam	Normal	Physical	80	75	20	Normal
Outrage	Dragon	Physical		100	10	1 Random
Hyper Beam	Normal	Special	150	90	5	Normal

пурег веан	INCHING	sheom	130	"	

TM MOVES				
380				
	Headbutt			
TM05				
TM06	Light Screen			
	Protect			
	Substitute			
	Reflect			
	Facade			
TM16	Thunder Wave			
TM17	Dragon Tail			

TM06	Light Screen
TM07	Protect
TMCS	Substitute
TM09	Reflect
TM12	Facade
TM16	Thunder Wave
TM17	Dragon Tail
TM19	Iron Tail
TM25	Waterfall
TM27	Toxic
TM34	Dragon Pulse
TM36	Thunderbolt
	Flamethrower
	Thunder
	Outrage
	Fire Blast
TM47	
	Hyper Beam
TM51	Blizzard
TM55	Ice Beam

whic	Status	-		30	Your Side
amal	Status	_	-	10	Self
lamo	Status	_	-	10	Self
ychic	Status	-	-	20	Your Side
amal	Pfrysical	70	100	20	Normal
ectric	Status	-	90	20	Normal
nope	Physical	60	90	10	Normal
tool	Physical	100	75	15	Normal
/ater	Physical	80	100	15	Normal
aison	Status	=	90	10	Normal
agon	Special	85	100	10	Normal
ectric	Special	90	100	15	Normal
Fire	Special	90	100	15	Normal
ectric	Special	110	70		Normal
ragon	Physical				1 Random
Fire	Special	110			Normal
fater	Special	90			All Others
Ismo	Special	150	90		Normal
Ice	Special	110	70	5	Many Others
lce	Special	90	100	10	Nomal





EVOLUTION MOVES





Average height: 7'03"

SPECIES STRENGTHS





lives somewhere in the sea and that it flies. However, these are only rumors.



DAMAGE TAKEN IN BATTLES







MAIN WAY TO OBTAIN





Dragonite







Dragonair TM MOVES

TM05 Rest TM06 Light Scree TM07 Protect TM08 Substitute TM09 Reflect TM12 Facade

TM12 Facade TM13 Brick Break TM14 Fly TM16 Thunder W TM17 Dragon Tal TM19 Iron Tall TM22 Rock Slide TM23 Thunder Pt TM25 Waterfall TM27 Toxic TM31 Fire Punch

TM34 Dragon Pu TM35 Ice Punch TM36 Thunderbo



Dratini

LEVEL-UP MOVES

100 100 100 100 90 100 90 100 10 15 30 30 15 20 35 20 10 30 10 20 10 5 90 75 100 90

TM36 Thurders
TM37 Flameths
TM38 Thurder
TM39 Outrage
TM41 Earthqua
TM46 Fire Blass
TM47 Surl
TM48 Hyper Be
TM49 Superpox
TM50 Roost

Lv. 55











Mewtwo







Gender unknown

SPECIES STRENGTHS HP

ATTACK DEFENSE SP. ATK SP. DEF

POKÉDEX ENTRY

Its DNA is almost the same as Mew's. However, its size and disposition are vastly different.

MAIN WAY TO OBTAIN

Catch Mewtwo after defeating it in battle in the Cerulean Cave (p. 108).



×0.5

(DOES NOT EVOLVE)



25 20 15 20 30 20 20 20 10 10 20 30 100

TM01 Headbutt TM02 Taunt TM04 Teleport TM05 Rest TM05 Ught Screen TM07 Protect TM08 Substitute TM09 Reflect TM11 Will-O-Wisp TM12 Facade 100 TM13 Brick Break
TM15 Seismic Toos
TM16 Thunder Wave
TM19 Iron TM1
TM21 Food Play
TM22 Rock Slide
TM23 Thunder Punch
TM26 Poisson Jab
TM27 Toolc
TM28 Tri Attack
TM30 Bullk Up
TM31 Ther Punch
TM36 Cahn Mind
TM36 Cahn Mind
TM36 Evench
TM36 Thunderboot
TM37 Elamethoover

Normal Fighting Fire Psychic Ice Electric Fire Electric Ground Normal Ghost TM36 Thunderbott
TM37 Flamethrove
TM38 Thunder
TM40 Psychic
TM41 Earthquake
TM42 Self-Destruct
TM43 Shadow Ball
TM45 Solar Bearn
TM46 Fire Blast
TM48 Hyper Bearn
TM51 Bizzard
TM55 Ice Bearn
TM57 Pay Day
TM59 Doxom Fater Ghost Grass Fire Normal Ice Ice



POKÉMON EXPRESSIONS









Mega Mewtwo X





Get a Mewtwonite X from Green, then Mega Evolve Mewtwo during battle by selecting the X icon.



Mega Mewtwo X

SPECIES STRENGTHS

ATTACK DEFENSE SP. ATK SP. DEF SPEED





defeat her in battle after catching Mewtwo (p. 110).



Mega Mewtwo Y



MEGA MEWTWO Y





Get a Mewtwonite Y from Green, then Mega Evolve Mewtwo during battle by selecting the Y icon.



Mewtwo

SPECIES STRENGTHS

HP ATTACK DEFENSE SP. ATK SP. DEF



Receive it from Green when you defeat her in battle after catching Mewtwo (p. 110).







MAIN WAY TO OBTAIN Receive Mew as a Mystery Gift (p. 158) if you have a Poké Ball Plus and pair it with your game.

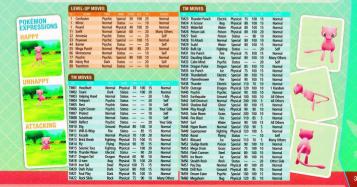
Average height: 1'04"

Habitat Unkno

Average weight: 8.8 lbs.



(DOES NOT EVOLVE)









EVOLUTION



Use Meltan Candies to evolve Meltan in Pokémon GO



POKÉDEX ENTRY

It melts particles of iron and other metals found in the subsoil, so it can absorb them into its body of molten steel.



HOW TO OBTAIN

Send Pokémon from Pokémon GO to Pokémon: Let's Go, Pikachul or Pokémon: Let's Go. Eevee! (p. 159) to receive a Mystery Box in Pokémon GO. Use the Mystery Box for the chance to encounter Meltan in Pokémon GO, then catch one. Or take part in Special Research for the chance to encounter Meltan in Pokémon GO, then catch one. Once you've caught a Meltan in Pokémon GO, send it to your game.

AMAGE TAKEN IN BATTLES

⊘ ×2	○ ×0.5
○ ×1	0.5

Melmetal 🗾 153 Hex Nut Pokémon Average height: 8'02" Average weight: 1763.7 lb



Same as Meltan



POKÉDEX ENTRY

Revered long ago for its capacity to create iron from nothing, for some reason it has come back to life after 3,000 years.

SPECIES STRENGTHS



HOW TO OBTAIN

Collect enough Meltan Candies to Evolve Meltan in Pokémon GO, then send it to Pokémon: Let's Go, Pikachu! or Pokémon: Let's Go, Eevee!

AMAGE TAKEN IN RATTLES





MELMETAL







Pokémon: Let's Go, Pikachu! & Pokémon: Let's Go, Eevee!

Official Creator Interview

—∕Junichi Masuda>—



Interview conducted by Shusuke Motomiya (ONEUP, Inc.)

GAMES FILLED WITH AS MANY WAYS TO PLAY AS POSSIBLE

When it comes to the development of Pokémon series titles, each entry has a keyword that serves as a core idea. That keyword is shared with the many creators contributing to the project as the development drives forward. Tell us what the keyword was for this pair of games.

MASUDA

We have always decided a keyword for our projects, but the truth is that we didn't have a single definitive keyword this time. Instead we had the idea of creating a game that wouldn't be frightening and that everyone could play together in their living room. That's because these games started off from the desire to rebuild the Pokémon series for the new home

gaming console-Nintendo Switch-based on the 1999 Game Boy title Pokémon Yellow: Special Pikachu Edition. If we simply brought Pokémon Yellow to Nintendo Switch as it was, though, we would only see a limited number of people play the game. That's why we forged ahead with adding Pokémoncatching mechanics from Pokémon GO and the two-player Support Play feature, and we really included as many new ways to play as we could manage. The major concern we had when development first started was how well Nintendo Switch would sell. After all, we were working on development before the hardware had even been released, so we really couldn't predict at all whether the console was going to sell well or not. Of course, we were all quite relieved to see it hit record sales figures after its release! (Laughs.)





What made you consider making a game for Nintendo Switch based on Pokémon Yellow in the first place?

MASUDA

Pokémon Yellow is the one title in the Pokémon series that has the closest ties to the animated TV series. That TV series is broadcast in over 80 countries around the world. There are quite likely people who watch the TV series even though they've never played a Pokémon game—including Pokémon GO, I felt it would be important to

include elements of the TV series to try to get those fans to feel like they would want to play the core Pokémon series, too. In Pokémon Yellow, the player had Pikachu following behind him, right? When we were wondering whether we could depict that in some new fashion, we decided we could have it ride on the player's shoulder, just like how Ash's Pikachu does in the TV series. I thought that seeing your Pokémon riding right there on your shoulder would make it feel more like a partner in your adventure—really promoting that sense of closeness. "You can become Ash!" That idea was the real starting line for our development.

"I felt it would be important to include elements of the TV series to try to get those fans to feel like they would want to play the core Pokémon series, too."



IT'S BECAUSE OF THE FANS THAT EEVEE HAS A MAJOR ROLE



So at the heart of it all, when people see these games, you want to inspire as many people as possible to feel like they are games they would want to try playing for themselves.

MASUDA

Why did you pick Eevee to serve as a

partner Pokémon alongside Pikachu?

MASUDA

Pikachu is well recognized by people all around the world, and there are a lot of fans of the TV show out there. Team Rocket is pretty popular, too. And Pokémon GO has an amazing number of players.

But a lot of young kids don't have their own smartphones, so they can't play Pokémon GO. I thought that I'd like to make Pokémon: Let's Go, Pikachul and Pokémon: Let's Go, Eeveel games that could target people who had never played a Pokémon series game, including those small kids. I wanted to make them games that act as an entry to the Pokémon series—the first games you might play.

One of the new gameplay features born when Pokémon Red and Pokémon Blue came out in 1998 was the ability to trade Pokémon with other players. Even with a game on Nintendo Switch, we wanted to release two versions to be able to have players trade their Pokémon. To achieve that, though, we'd need a popular Pokémon that could stand on the same level as Pikachu, So, I decided that Eevee would be the one to face this challenge. There are really a lot of people out there who love Eevee, and I get all kinds of amazing fan art of Eevee sent to my Twitter account. People had a ball when we declared November 21 as Eevee Day in Japan, and Pokémon fans refer to all the Pokémon that evolve from Eevee with the fond nickname "Eeveelutions." When I felt just how much love those fans had for Eevee, that's what made me start considering Eevee as a candidate, It made me notice all over again the charms of Eevee. It's cute in some of the ways a dog is and some of the ways a cat is-plus it's also got a babyish appeal to it. "Eevee, of all Pokémon, could stand beside Pikachu." Once I felt sure of that, I decided to make a game with Eevee playing the central role, too.





When you see images of these games, the first thing you notice is how different they look. I was surprised to see the high-quality graphics, scaled up from the small Nintendo 3DS screen to something suited for a large TV screen.

MASHDA

At the root of the visual direction was the idea we had of people playing these games at home in their living room. Like if an eight- or nine-year-old kid is playing games in their



living room and their mom glances out from the kitchen while cooking dinner and catches sight of the TV screen. Then if she sees something weird on it, she shouts, "Stop that! What d'you think you're doing, playing a game like that?!" I wanted to look at it from the perspective of those moms and dads. I took care in every detail, aware that I didn't want to make it a game that would cause parents to feel mistrustful of our games. And we kept in mind that we wanted them to be games that would let parents jump in and help out with Support Play whenever their kids might beg, "Help me out!" Same for friends being able to jump in and help, too. We wanted people to come together thanks to these games, with everyone having fun in the living room together. That's why we didn't want it to look scary. We've built it up as a fantasy world. We set up the proportions of the player character to look a bit childish, too.

I never get tired of watching the way Pikachu or Eevee runs down your arm to leap into action when a battle begins. It's so good! How did you think of a scene like that?

MASUDA

The members of our motion design team thought that up for us. The first time I noticed it, it was pretty much already finished and in the games! (Laughs.) And I was just like, "This is awesome!" (Huge laugh.)





THE CATCHING SCREEN IS LIKE POKÉMON GO—AND ALSO NOT LIKE POKÉMON GO

You can choose a number of a different ways to play these games, but it seems like playing by holding a Joy-Con in one hand is what's being recommended. Is that right?

MASUDA

Personally, I feel that playing while holding a Joy-Con in one hand is what fits the best. My impression is that it's easier to play when using a single Joy-Con than in handheld mode. And the fact that we developed the Pokémon-catching mechanics based on those in Pokémon GO is also another reason for that. You can experience controls where you actually throw the Poké Balls yourself, and playing with the Joy-Con matches

"Wouldn't it be cool if you could play together with someone at the same time?" perfectly with that. Now you can easily throw out balls with one hand and really get into that experience. And of course, there's one more Joy-Con with the system—that's what allowed us to achieve Support Play. Our reasoning for this was pretty simple—basically, "Hey, wouldn't it be cool if you could play together with someone at the same time?"

These games use the same kind of catching screen as you see in Pokémon GO, so why does the play experience feel so different?

MASUDA

We put our first priority on the physicality of being able to wave your Joy-Con and throw Poké Balls to catch Pokémon in these games. The screen might bring to mind the catching screen in Pokémon GO, but I think that the play experience is something entirely new. Catching is really about getting that Pokémon. So we made it something simple, like the way you use a net to catch bugs in the wild. And since your Pokémon can get more Exp. Points from catching and Trainer battles, they can keep growing stronger.

What are the biggest changes when you look back at how the Pokémon series has continued these past twenty-plus years?

MASUDA

The biggest evolution in these games was having the Pokémon appear in the field. It's a point that lets us convey how the Pokémon move and act as vibrant living creatures and lets players feel how big they each are. Of course, there are examples like Onix, but even Pokémon like Venomoth and Nidoran& might surprise you when you're confronted with how large they are.



"The biggest evolution in these games was having the Pokémon appear in the field. ...Players feel how big they each are."





Tell us about the battles in these games. Why did you make the partner Pikachu or Eevee so strong—strong enough that you can really make significant progress in the game with just your partner alone?

MASHDA

We really had it in mind to make your partner Pikachu or Eevee special for the player. You can go on this adventure relying just on the strength of your Pikachu or Eevee, or you can choose to lean on the strength of the Pokémon in your party. We worked on the balance so that players could enjoy either play style. The most important factors were thinking of the tendency for kids to give up partway through a game if it gets too hard and also thinking about how long children can play games. Like we were talking about before about kids playing in the living room, right? Kids can't always play games for long stretches at a time. It's common that kids are told they can play for one hour a day or some other limited time. I had a wish to allow those kids to enjoy their adventure at their own pace while catching all kinds of different Pokémon along the way. So their partner should really be someone they can rely on for those times.



GAME DESIGN BASED ON THE WAY PEOPLE LIVE

Why did you decide to include the feature that allows another Pokémon to travel together with the player, in addition to the partner?

The total play time needed to reach the Hall of Fame in these games isn't all that long compared to recent RPGs—wouldn't you agree?

MASUDA

We want players to love their partner Pikachu or Eevee, of course, but in the end, we want them to treasure the other Pokémon in their party, too. When we thought about that, we thought up the idea of having these Pokémon that travel with you finding helpful items for you on your journey. I think you end up loving the Pokémon that travel with you in a slightly different way than you might love your partner Pikachu or Fevee.

MASUDA

When you consider how people live in this day and age, I think it's safe to say everyone's pretty busy. The way we spend our time is different now from how it was 20 years ago. Thanks to smartphones, you're constantly bombarded with information, and it's natural that you end up thinking you want to play some other games, too. So I felt like perhaps the time you spend on your adventures in these games didn't need to dominate all your



free time. We sped up the walking speed for the player and kept the playtime needed to reach the Hall of Fame on the shorter side. For the people who want to play more, I'd like them to enjoy cuddling their partner Pikachu or Eevee and giving them Berries, having fun with outfits, and building up their bonds with their partner. And after they reach the Hall of Fame, I hope they might also enjoy battling the Master Trainers, who can give you special titles to boast about.

Tell us about why you added the Candy feature that's used in Pokémon GO.

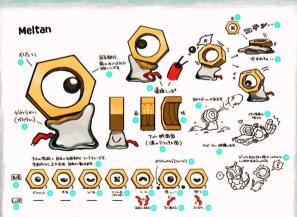
MASUDA

I was thinking of a way to motivate players to want to catch tons of Pokémon. You catch Pokémon, send them to Professor Oak, get Candies, and then you can make the Pokémon in your party stronger. The Pokémon series has long had an item called Rare Candy that could be used to raise your Pokémon's level. So rather than saying that we were thinking of Pokémon GO, I think that this system is more the result of really wanting to make something that would be easy to understand.

Tell us why there are new Pokémon— Meltan and Melmetal—appearing in these games.

MASUDA

Those two were born from our desire to build a bridge between players of the core Pokémon series and players of Pokémon GO. We wanted something that would make both groups happy.



1. Fig. 9. C. Dunk S. Deficated. — Exh of S. Fig pour (recold file in brighlight just on the front B. Wer tail 7. Shocks a beam from the eye B. Soft (pallium) B. Front B. Back 11. In melts other metals: 12. Chooss and/on of the net (privating where the texture of the hreads should gpl 13. Its arms can stretch to be a bit longer or shorter. 14. When it's shocked, the hole and holy operant and fit be last sicks shaping to 13. The tole in the nat is like the white of the eye. The eye can move freely up, cown, left, or right within the hole in the nat. 18. Imagine they're dropted to pallium. Tr. Expressions 18. Default 18. Half-closed eye 20. Closed eye 22. Defeated eye either in thinks 22. Smilling 5. Said 24. Alongy 76. Bit 48. Maggining right ext 127. Dropting own 24. Partings up



What was most important to you when it came to making the Poké Ball Plus? And how do you recommend playing with it?

MASHDA

When you catch Pokémon using the Poké Ball Plus, the light on it will flash like the Poké Ball you can see on your TV screen and you can hear their unique cries—but that's just the start of it. If you press the button on it when you have a Pokémon inside, it will light up with a color matching the Pokémon

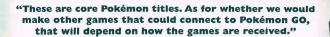


you've taken for a stroll. And as you try things like shaking it or rolling it on a table and hear all kinds of different cries, I hope players will imagine how their Pokémon might be enjoying the experience from inside.

Are Pokémon: Let's Go, Pikachul and Pokémon: Let's Go, Eeveel spin-offs? And would you consider making other games that could connect to Pokémon GO?

MASUDA

These games aren't spin-offs. These are core Pokémon titles. As for whether we would make other games that could connect to Pokémon GO, that will depend on how the games are received. If we hear a lot of people saying that they enjoyed being able to bring Pokémon to these games from Pokémon GO, then we'll think about maybe having future titles also be able to connect to it.



What is your favorite new feature in these games, Mr. Masuda?

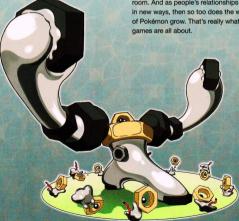
How do you want players to experience these games?

MASHDA

It's gotta be the catching. Being able to throw a Poké Ball by swinging my own arm and actually experience being able to catch Pokémon—I think it's a lot of fun. I can tell you, I've done it a fair number of times—but no matter how many times I try it, it's still fun. (Mimes throwing a ball.) Imagine people around the world doing this. Doesn't that make you happy? (Laudhs).

MASUDA

My wish for these games is that I want everyone to enjoy it together. Maybe you bought Pokémon: Let's Go, Pikachuł but you don't play Pokémon GO. For someone like that, try getting Pokémon from a friend playing Pokémon GO or maybe from a parent. I think it's amazing that two friends could get seriously into playing together with Support Play or that people might build new relationships playing together in the living room. And as people's relationships grow in new ways, then so too does the world of Pokémon grow. That's really what these games are all about.



This interview is a reproduction of an original article written by Shusuke Motomiya (the author of the official Japanese strategy guide) and published by OVERLAP, Inc.

Pokémon: Let's Go, Pikachu! & Pokémon: Let's Go, Eevee! Concept Art

On the following pages, you'll find a rare selection of concept art used in the making of *Pokémon:* Let's Go, Pikachul and Pokémon: Let's Go, Eevee! This is your exclusive chance to get a peek into the thought that goes into building up the detailed world of Pokémon, straight from the developers at GAME FREAK. Learn more about the people you meet on your adventure with images you won't see anywhere else, and pore over the details of some of the towns, buildings, and tools you see in the Kanto region.





SPECIAL CONTENT

Professor Oak





1. A mechanical pencil and a ballpoint pen



 Falls forward a bit 2. Right-handed 3. On the road 4. Were you always... 5, ...this strong? 6. Surprised to have lost 7. Champion 8. No backpack 9. Like he's ready to face you head on—fair and square





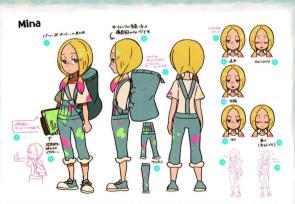
 Please make his hair as you see it from the front. 2. Short boots 3. Normal 4. Eyes closed, mouth open 5. Serious 6. Looking over at Red 7. Thinking (based on a serious expression) 8. Determined (smiling) 9. Defeated 10. Like an experienced role model 11. His usual pose 12. Pretending to be confident







1. The badge has a certain thickness. 2. High-top sneakers 3. Normal 4. Eyes closed, mouth open 5. Smiling 6. Determined (normal mouth) 7. Defeated 8. Wants to hide his face as much as possible 9. ...!



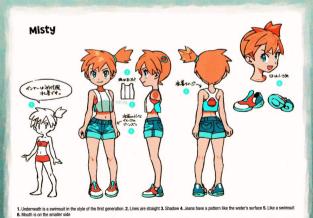
1. Lode to be about 13 to 15 years old 2. The vego her bag langer, on her back should be say you see here from the side. 3. Her flags plouded back like the cone in Publishmon Survan Schlamer Moor, only by logic, 4 her belonging so whole to the same sain in Federican Survan and Schlamer Moors. A Seesal here her carry them in her left hand, 6. Overalls 7. Print is aplattered on her faces like freedings. 8. Normal 9. Eyes closed, mouth open 10. Smiling 11. Determined 12. Defeated (eyes close(sept 33. Sating 14. This kinds sucks.).



Brock



1. The signature Brock look 2. Like hiking wear







1. Prominent nose and deep furrow in his brow 2. Lightning pattern 3. Buzz cut on the back 4. Vermilion image



1. Cloth headband (pattern like the center of a Rainbow Badge) 2. Kimono-style long skirt 3, Heels have a bit of height 4. Four folds: want it to look like a watercolor painting





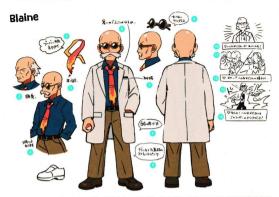
1. Father! 2. Face 3. Like a gas mask





1. Ring: not a fashion statement 2. Psychic-looking eyes 3. Thin material 4. Formfitting dress 5. Corset 6. Zipper





Magmar-patterned neckie 2. Slender body type 3. Singed 4. Parts have pockets 5. His collar is a bit loose in response to the heat. 6. Mirrored sunglasses
7. Motebook for his lines 6. The hem of his bit cost is rounded at the corners. 9. Shalph-tep parts made of a smooth uniterial 10. A strange old man appeared
11. Peel 12. What's 19%? The old man servers to be — 13. Teel 4. M. On my The strange of man was actually Gym Leader Shalms.



1. A bit of lift at the front 2. Round at the back 3. An embroidered patch ...?



Collar 2. The sharp points are based on the image of ice crystals. 3. Sleeve 4. Slightly cropped at the wrists 5. Wearing stockings (this is key) 6. Inner shirt
 Yater it to be somewhat transparent 6. Hair it 6s Jode view 10. Skirt portion 11. Shoes 12. Right side view 13. Left side view 14. The blue area on the skirt isn't transparent but simply blue-colored cloth. 15. She looks open colorising down on people.



1. The shadow beneath his brow is always there. 2. Legs come to here. Pants are loose. 3. Belt 4. Looks used 5. Nine in total 6. Accessories' motif: chains 7. (To restrain his excessive strength...) 8. Bracelet 9. Seven in total 10. Anklet 11. Five in total 12. Hoo hahl 13. Each pant leg has a cut on both sides.





 Brooch and shirt design 2. Without her shawl 3. The lace's design is based on a skull. 4. Cursed! 5. Shawl 6. Design is based on chrysanthemum leaves and humanoid shapes (note: Agatha's name in Japanese includes "chrysanthemum") 7. Gengar cane 8. Lights up 9. The ends of each side have a different shape.
 Bobos



Silhouette when he has his arms lowered 2. Eye 3. Serious 4. Hmm... 5. Flustered 6. You're quite formidable... 7. Any Dragon-type user worth his salt needs a
cape! 8. Layered 9. Flat 10. The line is straight where the cape wraps around the shoulders to the back. 11. The design is inspired by a dragon's wings.



1. The latest Published 2. Out now elements added 3. Closed 4. Open 5. Front (Polidade cover) 6. Placult version 7. The mark on the cover will change designed on the game were sension. 6. Setting-veils, we from cot characteristic port of the Polidade not the recreated will be obligated as a mark). 5. Even version 10. The setting stands out on the policy, so you can attack a strap or comething, 11. The mark light sup when you whock the Polidade, 12. (1) farm the bull. 3. Clock 14. (Now 15. sensioned 15.6.) Cult on the belt as strong or the first. 8. There were therein a strong of the policy of the policy 17. Eleck 18. There are the roles on each bet (upper and lowe). 18. What the Gym Bodges to stands (if you belt) 80. The middle glows 21. Unicide the control of the policy of the policy 17. Eleck 18. There are the roles of the policy of the policy 18. There are the policy of the policy 19. Th



Stopper ghost 2. Like the horns on a Marowak 3. Hands like Haunter's, floating in the air 4. Different in terms of size, color, expression, and horns
 Following ghosts





1. The Pokémon Box 2. When locked (normal state) 3. Loon image 4. The device for sending Pokémon is down inside here. 5. The blue parts that extend between these areas will soft into picice and lock the top on. 6. Far week 7. The support, on 5 docks to the side or this own. 6. Now sending. 9. CLOB order 10. Cloab be used to control the box; just the the conventional PC screen (locks like an illuminated screen on a conseight 1. Open 2. Lock 15. Error. Lights 15. Open 11. Locks 15. Error. Lights 15. Locks 15. Error. Lights 15. Open 11. Locks 15. Error. Lights 15. Open 11. Locks 15. Error. Lights 15. Locks 15. Loc



1. Like you can see the unseen with the power of the third eye... 2. When you open this top, the lens rises up. 3. Glows in the dark 4. When it's closed 5. Button 6. Touch-screen panel

Pokémon Center Exterior



1. Pokémon Center 2. The white parts of the roof light up. 3. Just make it round. 4. Add the same sign as on the Poké Mart. (But replace the characters, please.) 5. Adjust the size and placement of the windows and trim of the walls as needed to place the sign on the front.

Poké Mart Exterior フレンボールでラコップ ・・塩ンチーがには死 ・・塩ンチーがには死 ・・塩ンチーがには死 ・・塩ンチーがには死 ・・ログルー ・ログルー ・ログルー ・ログル ・ログルー ・ログル ・ログルー ・ログル ・ログルー ・ログ

1. Poké Mart 2. Exterior 3. The Poké Ball mark and the two white lines both light up. 4. All of the corners should be a bit rounded. 5. Yes, this is a window. The other side doesn't have windows, though. 6. Not windows, just blue glass

Pokémon Center Interior



1. Pokémon Center 2. Glows blue when activated 3. Image 4. Take the arms off of "bm_sofa01" and change the color. 5. Poké Ball lamp 6. Chair

Poké Mart Interior



1. Poké Mart 2. Interior 3. The idea is that they're TMs. 4. Has a window here





1. Pokémon Gym: Exterior 2. Roof. There's a line in the middle. (Some areas are higher and some are recessed.) 3. The layers when you look at them from the side

Cerulean City Pokémon Gym Interior



 Cerulean City Pokémon Gym 2. Decorations 3. Color swap 4. Color swap 5. The glass art behind Mistly 6. The glass should have texture (as well as the Staryu windows). 7. Want to have more places to put decorations to liven things up 8. Want to put glass in front of the speciators' seats 9. The walkways are made of thick glass. If you doccarefully, you can see the walter below.





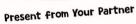


1. Pewter City map art direction 2. Stone tiles and borders (want to adjust the size of the tiles for balance) 3. Something like this





1. You can adjust the length of the balloons' strings and more from within this part. 2. Can control the energy within the belt using the steering wheel 3. Saddle 4. Eevee will put its paws on top to steer. 5. Balloon stopper





1. Like a plant vine



Moves

The following pages give details on the many moves that Pokémon can learn. Most moves are learned by your Pokémon leveling up or evolving, but your partner Pikachu or Eevee can also learn some unique moves from the Partner Move Tutor. Learn more about him on page 387. Plus, there are moves that many different Pokémon can learn from TMs. You'll find the list of all TMs and where to find them on page 387. These tables include information about each move, such as power and accuracy. To understand what the information in each column means, refer to the key below!

Key to the Move Tables

Move	The move's name
Type	The move's type

Kind Whether the move is a physical, special, or status move

Physical moves do more damage the higher the Attack stat is. Damage is lessened when the target has a high Defense stat.

Special moves do more damage the higher the Sp. Atk stat is. Damage is lessened when the target has a high Sp. Def stat.

Status moves affect stats or inflict status conditions on the target(s)—or have various other effects.

Pow. The move's power

The move's accuracy (out of a max of 100

Acc. The move's accuracy (out of a max of 100)

PP How many times the move can be used before the Pokémon must have its PP restored with an item or at a Pokémon Center

Range The number and range of targets the move can affect

even if the targeted Pokémon are swapped out.

Range Guide

Normal	The move affects the selected target. If the move is used by a Pokemon during a Double Battle, the move can target
	any of the three other Pokémon (including your ally).
Self	The move targets the user.
1 Ally	The move affects your ally Pokémon during a Double Battle or Support Battle. It has no effect in a Single Battle.
1 Random	The move affects one of the opposing Pokémon at random in a Double Battle. It affects the opposing Pokémon in a Single Battle.
Many Others	If the move is used by a Pokémon during a Double Battle, the move will affect both opposing Pokémon. Otherwise, it affects the opposing Pokémon in a Single Battle.
All Others	The move affects all surrounding Pokémon at the same time. If the move is used by a Pokémon during a Double Battle, the move will affect all three of the other Pokémon (including your ally) simultaneously.
Your Side	The move affects your side of the field. In a Double Battle, these effects will be felt by the user and any ally Pokémon. Since the move affects the field, the move's effects continue even if the Pokémon are swapped out.
Other Side	The move affects the opponent's side of the field. Since the move affects the field, the move's effects continue

Both Sides The move affects the entire field and all Pokémon on it. Since the move affects the field, the move's effects continue even if Pokémon are swapped out.

Varies The move is influenced by things such as the opposing Pokémon using a move, so the effect and range are not fixed.

Remember that there are also some universal rules when it comes to moves. For example, when two Pokidmon use a move with the same priority, the Pokidmon with the higher Speed stat will get to use its move first. And then there are the ways that Pokidmon being immune to the burned status condition and difficult speed. Pokidmon being immune to Mormat- and Fighting-type moves. These type-based immunities are summed up in the table on page 399. There are also some oddlies, such as forcer Pokidmon thaving out after they are high in Fir-bype move. You'll learn a lot as you bype, so keep at it, and you'll become a belief cept in finite!

Move	Туре	Kind	Pow.	Acc.	PP	Range	Battle effects
Absorb	Grass	Special	40	100	15	Normal	Restores the user's HP by an amount equal to half of the damage dealt to the target.
Acid	Poison	Special	40	100	30	Many Others	Has a 10% chance of lowering the targets' Sp. Def by 1 stage. Its power is reduced by 25% when it hits multiple Pokemon in a Double Battle.
Acid Armor	Poison	Status	-	-	20	Self	Raises the user's Defense by 2 stages.
Agility	Psychic	Status	-	-	30	Self	Raises the user's Speed by 2 stages.
Air Slash	Flying	Special	75	95	15	Normal	Has a 30% chance of making the target flinch (unable to use moves on that turn).
Amnesia	Psychic	Status	-	-	20	Self	Raises the user's Sp. Def by 2 stages.
Aqua Jet	Water	Physical	40	100	20	Normal	Strikes with high priority.
Aurora Beam	ice	Special	65	100	20	Normal	Has a 10% chance of lowering the target's Attack by 1 stage.

O COLUMN TO SERVICE	Design of the last				200	0	Battle effects	
Move	Туре	Kind	Pow.	Acc.	PP	Range		
Baddy Bad	Dark	Special	90	100	15	Normal	After attacking, the move will trigger the same effect as Reflect.	
larrage	Normal	Physical	15	85	20	Normal	Attacks 2–5 times in a row in a single turn.	
arrier	Psychic	Status	-	_	20	Self	Raises the user's Defense by 2 stages. Strikes with high priority, Inflicts twice the damage received during the next 2 turns. Cannot choose moves	
lide	Normal	Physical	-	-	10	Self	during those 2 turns.	
Sind	Normal	Physical	15	85	20	Normal	inflicts damage equal to 1/8 the target's max HP at the end of each turn for 4-5 turns. The target cannot be switched out of hattle during that time.	
ite	Dark	Physical	60	100	25	Normal	Has a 30% chance of making the target flinch (unable to use moves on that turn).	
	77/200	Special	110	70	5	Many Others	Has a 10% chance of inflicting the frozen status condition on the targets. Its power is reduced by 25% when	
Blizzard	Ice	Special	110	70	5	Many Utners	hits multiple Pokémon in a Double Battle. Has a 30% chance of inflicting the paralysis status condition on the target. If the target has used Minimize, the	
Body Slam	Normal	Physical	85	100	15	Normal	move will be a sure hit and its power will be doubled.	
Bone Club	Ground	Physical	65	85	20	Normal	Has a 10% chance of making the target flinch (unable to use moves on that turn).	
Bonemerang	Ground	Physical	50	90	10	Normal	Attacks twice in a row in a single turn.	
Bouncy Bubble	Water	Special	90	100	15	Normal	Restores the user's HP by an amount equal to half of the damage dealt to the target.	
Brick Break	Fighting	Physical	75	100	15	Normal	This move is not affected by Reflect. It removes the effects of Light Screen and Reflect.	
Subble	Water	Special	40	100	30	Many Others	Has a 10% chance of lowering the targets' Speed by 1 stage. Its power is reduced by 25% when it hits multi-	
			96	100	20	Normal	Pokémon in a Double Battle. Has a 10% chance of lowering the target's Speed by 1 stage.	
Subble Beam	Water	Special	65	100	10	Normal	Has a 10% chance of lowering the target's Speed by 1 stage. Strikes the target even if it is using Substitution	
Bug Buzz	Bug	Special Status	90	100	20	Self	Raises the user's Attack and Defense by 1 stage.	
Bulk Up	Flectric	Status	90	100	15	Normal	Inflicts the paralysis status condition on the target.	
Buzzy Buzz Calm Mind	000000	Status	20	100	20	Self	Raises the user's Sp. Atk and Sp. Def by 1 stage.	
	Psychic				1550	Description of the last of the	Inflicts damage equal to 1/8 the target's max HP at the end of each turn for 4–5 turns. The target cannot be	
Clamp	Water	Physical	35	85	15	Normal	switched out of battle during that time.	
Clear Smog	Poison	Special	50	-	15	Normal	Eliminates every stat change of the target.	
Comet Punch	Normal	Physical	18	85	15	Normal	Attacks 2-5 times in a row in a single turn.	
Confuse Ray	Ghost	Status	-	100	10	Normal	Makes the target confused.	
Confusion	Psychic	Special	50	100	25	Normal	Has a 10% chance of making the target confused.	
Constrict	Normal	Physical	10	100	35	Normal	Has a 10% chance of lowering the target's Speed by 1 stage.	
Conversion	Normal	Status	_	-	30	Self	Changes the user's type to the same type as the move at the top of the list of moves it knows.	
Counter	Fighting	Physical	-	100	20	Varies	Strikes with low priority. If the user is attacked physically, this move inflicts twice the damage done to the user	
Crabhammer	Water	Physical	100	90	10	Normal	This move is more likely to be a critical hit.	
Crunch	Dark	Physical	80	100	15	Normal	Has a 20% chance of lowering the target's Defense by 1 stage.	
Cut	Normal	Physical	50	95	30	Normal	A regular attack.	
Dark Pulse	Dark	Special	80	100	15	Normal	Has a 20% chance of making the target flinch (unable to use moves on that turn).	
Dazzling Gleam	Fairy	Special	80	100	10	Many Others	Its power is reduced by 25% when it hits multiple Pokémon in a Double Battle.	
Defense Curl	Normal	Status	-	-	40	Self	Raises the user's Defense by 1 stage.	
Dig	Ground	Physical	80	100	10	Normal	The user burrows underground on the first turn and attacks on the second.	
Disable	Normal	Status	-	100	20	Normal	The target can't use the move it just used for 4 turns.	
Dizzy Punch	Normal	Physical	70	100	10	Normal	Has a 20% chance of making the target confused.	
Double Iron Bash	Steel	Physical	60	100	5	Normal	Affacks twice in a row in a single turn. Has a 30% chance of making the target flinch (unable to use moves on that tu	
Double Kick	Fighting	Physical	30	100	30	Normal	Attacks twice in a row in a single turn.	
Double Slap	Normal	Physical	15	85	10	Normal	Attacks 2–5 times in a row in a single turn.	
Double Team	Normal	Status	-	_	15	Self	Raises the user's evasion by 1 stage.	
Double-Edge	Normal	Physical	120	100	15	Normal	The user takes 1/3 of the damage inflicted.	
Dragon Pulse	Dragon	Special	85	100	10	Normal	A regular attack.	
Dragon Rage	Dragon	Special		100	10	Normal	Deals a fixed amount of damage, reducing the target's HP by 40 points.	
Dragon Tail	Dragon	Physical	60	90	10	Normal	Strikes with the lowest priority. Forces another Pokémon to switch in. If there is no Pokémon to switch in, n	
	1 - 1						additional effect takes place. Only works when the target is asleep. Restores the user's HP by an amount equal to half of the damage de-	
Dream Eater	Psychic	Special	100	100	15	Normal	Only works when the target is asieep, restores the user's HP by an amount equal to half or the damage de- to the target.	
Drill Peck	Flying	Physical	80	100	20	Normal	A regular attack.	
Drill Run	Ground	Physical	80	95	10	Normal	This move is more likely to be a critical hit.	
Earthquake	Ground	Physical	100	100	10	All Others	Does twice the damage if targets are underground due to using Dig. Its power is reduced by 25% when it is	
Eog Bomb	Normal	Physical	100	75	10	Normal	multiple Pokémon in a Double Battle. A regular attack.	
Egg Bomb Ember	Fire	Special	40	100	25	Normal	Has a 10% chance of inflicting the burned status condition on the target.	
		Special	40	100	5	Normal	The target is forced to keep using the last move it used. This effect lasts 3 turns.	
Encore Explosion	Normal	Status	250	100	5	Normal All Others	The target is forced to keep using the last move it used. This effect lasts 3 turns. The user faints after using it, its power is reduced by 25% when it hits multiple Pokemon in a Double Battle.	
		THE REAL PROPERTY.	70	100	20	Normal		
Facade	Normal	Physical			-		This move's power is doubled if the user has been paralyzed, poisoned, or burned. Strikes with the highest priority and makes the target flinch (unable to use moves on that turn). Only works	
Fake Out	Normal	Physical	40	100	10	Normal		



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Move	Туре	Kind	Pow.	Acc.	PP	Range	Battle effects
letronome	Normal	Status	_	_	10	Self	Uses one move randomly chosen from nearly all moves Pokémon can learn.
limic	Normal	Status	-	-	10	Normal	Copies the target's last-used move (copied move has its max original PP). Falls if used before the opposing Pokelmon uses a move or if it copies a move that the user already knows. The copied move will be retained until the battle ends of the user is withched out.
inimize	Normal	Status	_	_	10	Self	Raises the user's evasion by 2 stages. The user will take twice the usual damage, however, if hit by Body Slam or Stomp.
irmr Coat	Psychic	Special		100	20	Varies	Strikes with low priority. If the user is attacked with a special move, this move inflicts twice the damage done to the user.
rror Move	Flying	Status		_	20	Normal	Uses the last move that the target used.
st	loe	Status		200	30	Your Side	Protects against stat-lowering moves and additional effects for 5 turns.
nonhlast	Fairy	Special	95	100	15	Normal	Has a 30% chance of lowering the target's Sp. Alk by 1 stage.
esty Plot	Dark	Status		_	20	Sett	Raises the user's Sp. Alk by 2 stages.
ght Shade	Ghost	Special	_	100	15	Normal	Deals a fixed amount of damage equal to the user's level.
utrage	Dragon	Physical	120	100	10	1 Random	Attacks consecutively over 2-3 turns. Cannot choose other moves during this time. The user becomes confused after using this move.
ay Day	Normal	Physical	40	100	20	Normal	Increases the amount of prize money received after battle, paying out £5 multiplied by the user's level and the number of times the move was used.
eck	Flying	Physical	35	100	35	Normal	A regular attack.
etal Dance	Grass	Special	120	100	10	1 Random	Attacks consecutively over 2-3 turns. Cannot choose other moves during this time. The user becomes confused after using this move.
ka Papow*	Electric	Special	-	-	-	1 Random	A sure hit. Its power is determined by how much your partner loves you (max 148).
n Missile	Bug	Physical	25	95	20	Normal	Attacks 2–5 times in a row in a single turn.
ay Rough	Fairy	Physical	90	90	10	Normal	Has a 10% chance of lowering the target's Attack by 1 stage.
oison Gas	Poison	Status	-	90	40	Many Others	Inflicts the poisoned status condition on the targets.
oison Jab	Poison	Physical	80	100	20	Normal	Has a 30% chance of inflicting the poisoned status condition on the target.
oison Powder	Poison	Status	-	75	35	Normal	Inflicts the poisoned status condition on the target.
oison Sting	Poison	Physical	15	100	35	Normal	Has a 30% chance of inflicting the poisoned status condition on the target.
ound	Normal	Physical	40	100	35	Normal	A regular attack.
ower Whip	Grass	Physical	120	85	10	Normal	A regular attack.
otect	Normal	Status	-	-	10	Self	The user evades all moves that turn. If used in succession, its chance of falling rises.
sybeam	Psychic	Special	65	100	20	Normal	Has a 10% chance of making the target confused.
sychic	Psychic	Special	90	100	10	Normal	Has a 10% chance of lowering the target's Sp. Def by 1 stage.
sywave	Psychic	Special	-	100	15	Normal	Inflicts damage equal to the user's level multiplied by a random value between 0.5 and 1.5.
uick Attack	Normal	Physical	40	100	30	Normal	Strikes with high priority. Raises the user's Sp. Alk. Sp. Def. and Speed by 1 stage.
uiver Dance	Bug	Status	_	100	20	Normal	Haises the user's Sp. Ank, Sp. Lier, and Speed by 1 stage. Attack rises by 1 stage with each hit the user takes.
age	Normal	Physical	20			100000000000000000000000000000000000000	This move is more likely to be a critical hit. Its power is reduced by 25% when it hits multiple Pokémon in a
azor Leaf	Grass	Physical	55	95	25	Many Others	Double Battle. The user stores power on the first turn and attacks on the second. This move is more likely to be a critical hit.
azor Wind	Normal	Special	80	100	10	Many Others	Its power is reduced by 25% when it hits multiple Pokemon in a Double Battle.
ecover	Normal	Status	-	-	10	Self	Restores the user's HP by half of the user's maximum HP.
eflect	Psychic	Status	-	-	20	Your Side	Halves the damage to the Pokemon on your side from physical moves. Effect lasts 5 turns even if the user is switched out. Effect is weaker in Double Battles.
est	Psychic	Status	-	-	10	Self	Fully restores HP and cures status conditions of the user, but makes the user asleep for 2 turns.
par	Normal	Status	_	_	20	Normal	Strikes with the lowest priority. Forces the opposing Trainer to switch Pokemon. When there are no Pokemon to switch in, this move fails. Strikes the target even if it is using Protect or Substitute.
lock Slide	Rock	Physical	75	90	10	Many Others	Has a 30% chance of making the targets flinch (unable to use moves on that turn). Its power is reduced by 25
		200					when it hits multiple Pokemon in a Double Battle.
lock Throw	Rock	Physical	50	90	15	Normal	A regular attack.
tolling Kick	Fighting	Physical	60	85	15	Normal	Has a 30% chance of making the target flinch (unable to use moves on that turn).
loost	Flying	Status	-	-	10	Self	Restores the user's HP by half of the user's maximum HP, but takes away the Flying type from the user for that turn.
and Attack	Ground	Status	-	100	15	Normal	Lowers the target's accuracy by 1 stage.
appy Seed	Grass	Physical	90	100	15	Normal	After attacking, the move will trigger the same effect as Leech Seed. Has a 30% chance of inflicting the burned status condition on the target. This move can be used even when the
cald	Water	Special	80	100	15	Normal	user is frozen. Using this move will thew the user, relieving the frozen status condition.
cratch	Normal	Physical	40	100	35	Normal	A regular attack.
creech	Normal	Status	-	85	40	Normal	Lowers the target's Defense by 2 stages. Strikes the target even if it is using Substitute.
eismic Toss	Fighting	Physical	-	100	20	Normal	Deals a fixed amount of damage equal to the user's level.
elf-Destruct	Normal	Physical	200	100	5	All Others	The user faints after using it. Its power is reduced by 25% when it hits multiple Pokemon in a Double Battle.
hadow Ball	Ghost	Special	80	100	15	Normal	Has a 20% chance of lowering the target's Sp. Def by 1 stage.
harpen	Normal	Status	-	-	30	Self	Raises the user's Attack by 1 stage.
hell Smash	Normal	Status	-	-	15	Self	Lowers the user's Defense and Sp. Def by 1 stage and raises the user's Attack, Sp. Atk, and Speed by 2 stage
Sing	Normal	Status	-	55	15	Normal	Inflicts the asleep status condition on the target. Strikes the target even if it is using Substitute.
Sizzly Slide	Fire	Physical	90	100	15	Normal	Inflicts the burned status condition on the target.

^{*}Pika Papow is an exclusive move that your partner can only use when you activate its partner powers while it's in outlier, to find out more, need to page 1925.



Move	Туре	Kind	Pow.	Acc.	PP	Range	Battle effects	
Whirlwind	Normal	Status	-	-	20	Normal	Strikes with the lowest priority. Forces the opposing Trainer to switch Pokémon. When there are no Pokémon to switch in, this move fails, Strikes the target even if it is using Protect or Substitute.	
Will-O-Wisp	Fire	Status	-	85	15	Normal	Inflicts the burned status condition on the target.	
Wing Attack	Flying	Physical	60	100	35	Normal	A regular attack.	
Withdraw	Water	Status	-	-	40	Self	Raises the user's Defense by 1 stage.	
Wrap	Normal	Physical	15	90	20	Normal	Inflicts damage equal to 1/8 the target's max HP at the end of each turn for 4–5 turns. The target cannot be switched out of battle during that time.	
X-Scissor	Bug	Physical	80	100	15	Normal	A regular attack.	
Yawn	Normal	Status	_	_	10	Normal	Inflicts the askeep status condition on the target at the end of the next turn unless the target switches out.	
CONTROL OF		-	-		40	Mount	Parties with over high admitted MRI observe by a cottlered bit	

The Partner Move Tutor hangs around in the Pokémon Centers listed to the right. He'll teach your partner Pikachu or Eevee exclusive moves, and more moves are added as you progress in the game. He'll do this for free, as many times as you like, so try them all out!

Moves Pikachu can learn	Moves Eevee can learn		
Zippy Zap	Bouncy Bubble, Buzzy Buzz, and Sizzly Slide		
The above, plus Floaty Fall	The above, plus Glitzy Glow ar Baddy Bad		
The above, plus Splishy Splash	The above, plus Sappy Seed, Freezy Frost, and Sparkly Swirl		
	Zippy Zap The above, plus Floaty Fall		

\ How to obtain TMs

Below is a list of all the TMs you can obtain in these games to teach your Pokémon new moves.

		How to obtain
TM01 Headbutt	Normal	Defeat Gym Leader Brock in Pewter City
TM02 Taunt	Dark	Receive from a researcher in the Cinnabar Lab
TM03 Helping Hand	Normal	Receive from a clerk in the Celadon Department Store (3F)
TM04 Teleport	Psychic	Find in the Pokemon Tower (4F)
TM05 Rest	Psychic	Find in the Team Rocket Hideout (B2F)
TM06 Light Screen	Psychic	Receive from the girl on the rooftop of the Celadon Department Store (after giving her Fresh Water)
TM07 Protect	Normal	Receive from the girl on the rooftop of the Celadon Department Store (after giving her Lemonade)
TM08 Substitute	Normal	Receive from the Copycat on the second floor of a house in Saffron City by showing her a Clefairy
TM09 Reflect	Psychic	Receive from the girl on the rooftop of the Celadon Department Store (after giving her Soda Pop)
TM10 Dig	Ground	Defeat the Team Rocket Grunt outside of the burgled house in Cerulean City
TM11 Will-O-Wisp	Fire	Receive from the man next to the pond in Viridian City (requires Chop Down)
TM12 Facade	Normal	Defeat Coach Trainer Alpesh on Route 7
TM13 Brick Break	Fighting	Defeat Coach Trainer Tasha on Route 10
TM14 Fly	Flying	Receive from the girl in the house on Route 16 (requires Chop Down)
TM15 Seismic Toss	Fighting	Defeat Coach Trainer Amala on Route 25
TM16 Thunder Wave	Electric	Find on Route 25 (may require Chop Down)
TM17 Dragon Tail	Dragon	Buy at the Celadon Department Store (2F) for #20,000
TM18 U-turn	Bug	Buy at the Celadon Department Store (2F) for #20,000
TM19 Iron Tail	Steel	Buy at the Celadon Department Store (2F) for ₽50,000
TM20 Dark Pulse	Dark	Find in the Team Rocket Hideout (B3F)
TM21 Foul Play	Dark	Find in the Pokémon Mansion (3F)
TM22 Rock Slide	Rock	Defeat Coach Trainer Rita in the Pokémon Mansion (2F)
TM23 Thunder Punch	Electric	Defeat Coach Trainer Leona in the Fighting Dojo in Saffron City
TM24 X-Scissor	Bug	Find on Route 12 (requires Sea Skim)
TM25 Waterfall	Water	Buy at the Celadon Department Store (2F) for #30,000
TM26 Poison Jab	Poison	Receive from the man in front of the house next to the Rocket Game Corner (requires Sea Skim)
TM27 Toxic	Poison	Defeat Gym Leader Koga in Fuchsia City
TM28 Tri Attack	Normal	Buy at the Celadon Department Store (2F) for #30,000
TM29 Scald	Water	Defeat Gym Leader Misty in Cerulean City
TM30 Bulk Up	Fighting	Buy at the Celadon Department Store (2F) for P10,000

Move name		HOW to obtain
TM31 Fire Punch	Fire	Defeat Coach Trainer Midge on Route 15 (requires Chop Down)
TM32 Dazzling Gleam	Fairy	Receive from Mr. Dazzling in the house on Route 12
TM33 Calm Mind	Psychic	Defeat Gym Leader Sabrina in Saffron City
TM34 Dragon Pulse	Dragon	Find in Sliph Co. (7F)
TM35 Ice Punch	Ice	Defeat Coach Trainer Pam on Route 21 (requires Sea Skim)
TM36 Thunderbolt	Electric	Defeat Gym Leader Lt. Surge in Vermillion City
TM37 Flamethrower	Fire	Find in Silph Co. (10F)
TM38 Thunder	Electric	Find in the abandoned Power Plant
TM39 Outrage	Dragon	Defeat Coach Trainer Ryan on Victory Road (3F)
TM40 Psychic	Psychic	Receive from Mr. Psychic in a house in Saffron City
TM41 Earthquake	Ground	Defeat Gym Leader Giovanni in Viridian City
TM42 Self-Destruct	Normal	Receive from an employee in Sliph Co. (2F)
TM43 Shadow Ball	Ghost	Buy at the Celadon Department Store (2F) for #30,000
TM44 Play Rough	Fairy	Find in the Celadon Condominiums (4F), accessible through rear entrance
TM45 Solar Beam	Grass	Find on Victory Road (2F)
TM46 Fire Blast	Fire	Defeat Gym Leader Blaine on Cinnabar Island
TM47 Surf	Water	Find on Route 15 (requires Chop Down)
TM48 Hyper Beam	Normal	Buy at the Celadon Department Store (2F) for P100,000
TM49 Superpower	Fighting	Find on Victory Road (2F)
TM50 Roost	Flying	Receive from a girl in the Route 12 gate (2F)
TM51 Blizzard	loe	Find on Victory Road (3F)
TM52 Sludge Bomb	Poison	Find in the Pokémon Mansion (B1F)
TM53 Mega Drain	Grass	Defeat Gym Leader Erika in Celadon City
TM54 Flash Cannon	Steel	Find in Silph Co. (5F)
TM55 Ice Beam	Ice	Find in the Seafoam Islands (B2F)
TM56 Stealth Rock	Rock	Find on Victory Road (1F)
TM57 Pay Day	Normal	Defeat Coach Trainer Oberon on Route 4 (West)
TM58 Drill Run	Ground	Defeat Coach Trainer Grantley on Route 17
TM59 Dream Eater	Psychic	Defeat Coach Trainer Priya on Route 12 (south of junction with Route 11)
TM60 Megahorn	Bug	Defeat Coach Trainer Harjit in front of the Cerulean Cave (after entering the Hall of Fame)



Pokémon Natures & Characteristics

Pokémon Natures

Each individual Pokémon has a Nature (p. 125), which affects how its stats grow when it levels up. Most Natures will cause one stat to develop better and one stat to develop worse than usual. A few Natures, however, provide no benefit and no liability.

Nature			Nature		
Adamant	Attack	Sp. Atk	Hasty	Speed	Defense
Bashful	-	-	Impish	Defense	Sp. Atk
Bold	Defense	Attack	Jolly	Speed	Sp. Atk
Brave	Attack	Speed	Lax	Defense	Sp. Def
Calm	Sp. Def	Attack	Lonely	Attack	Defense
Careful	Sp. Def	Sp. Atk	Mild	Sp. Atk	Defense
Docile	-	-	Modest	Sp. Atk	Attack
Gentle	Sp. Def	Defense	Naive	Speed	Sp. Def
Hardy	_	_	Naughty	Attack	Sp. Def

Quiet	Sp. Atk	Speed
Quirky	-	-
Rash	Sp. Atk	Sp. Def
Relaxed	Defense	Speed
Sassy	Sp. Def	Speed
Serious	-	-
Timid	Speed	Attack

Madam Celadon

Madam Celadon, the fortune teller in Celadon City's Pokkimon Center (n. 62), can help you encounter Pokkimon with the Nature you are seeking. If you pay her fee, the Pokkimon you encounter for the rest of the day will have the Nature predicted by your answers. This effect will end at midnight or when you choose to have her tell your fortune once again—whichever comes first!

		Which flower do you water?												
nt;		RED		BLUE		PINK								
Which flower will you thin out?	RED	Hardy	Bold	Modest	Calm	Timid								
ill you		Lonely	Docile	Mild	Gentle	Hasty								
wer w	BLUE	Adamant	Impish	Bashful	Careful	Jolly								
nich fle		Naughty	Lax	Rash	Quirky	Naive								
8	PINK	Brave	Refaxed	Quiet	Sassy	Serious								



Pokémon Characteristics

On top of having a Nature, each individual Pokémon has a Characteristic. Characteristics hint at which of the Pokémon's stats likely has the highest individual strength (p. 125).

Stat that grows easily			Characteristic		
HP	Loves to eat	Scatters things often	Takes plenty of siestas	Likes to relax	Nods off a lot
Attack	Proud of its power	Likes to fight	Likes to thrash about	Quick tempered	A little quick tempered
Defense	Sturdy body	Good endurance	Capable of taking hits	Good perseverance	Highly persistent
Sp. Atk	Highly curious	Often lost in thought	Mischievous	Very finicky	Thoroughly cunning
Sp. Def	Strong willed	Hates to lose	Somewhat vain	Somewhat stubborn	Strongly defiant
Speed	Likes to run	Somewhat of a clown	Alert to sounds	Quick to flee	Impetuous and silly

Items

The following tables tell you about the many different items you can collect and use during your adventure in Kanto. They list the main ways that you can obtain these items, but note that many of them can also be found elsewhere in this vast region! Plus, hidden items will keep reappearing daily, or even more often, so take note of spots where you've found items you want more of. And remember that locations like the Underground Paths (p. 46 and p. 61) are great spots to keep revisiting to find a variety of hidden items. If an item can be found in shops, you'll find its price listed in the table below, too.

Aerodactylite	Allows Aerodactyl to Mega Evolve into Mega Aerodactyl.	Buy from the Mega Stone seller in the Pokémon League after entering the Hall of Fame	P30,0
Jakazite	Allows Alakazam to Mega Evolve into Mega Alakazam.	Buy from the Mega Stone seller in the Pokémon League after entering the Hall of Fame	£30,0
ntidote	Cures the poisoned and badly poisoned status conditions.	Buy at any Poké Mart or the Celadon Department Store (no Gym Badges required)	₽200
utograph	An autograph from Lt. Surge. Show it off!	Receive from Lt. Surge in the Vermilion City Pokémon Gym	-
wakening	Cures the asleep status condition.	Buy at any Poké Mart or the Celadon Department Store (no Gym Badges required)	₽100
each Glass	A piece of colored glass. It's a gift from your partner.	Receive from your partner Pokémon in Partner Play	-
leedrillite	Allows Beedrill to Mega Evolve into Mega Beedrill.	Buy from the Mega Stone seller in the Pokémon League after entering the Hall of Fame	₽30,0
ig Mushroom	A big mushroom. It can be sold at shops for a high price.	Find as a hidden item in Mt. Moon (B1F)	-
lig Pearl	A big pearl. It can be sold at shops for a high price.	Receive once per day for watching the Slowpoke by the Pewter Museum of Science / Find as a hidden item in Vermilion City and the Pokémon Tower (5F)	-
lastoisinite	Allows Blastoise to Mega Evolve into Mega Blastoise.	Receive from Blue in the Oak Pokémon Research Lab	-
Bottle Cap	A beautiful bottle cap that gives off a silver gleam. Give one to Mr. Hyper to have a Lv. 100 Pokémon max out one stat via Hyper Training.	Receive once per day after defeating Mina in Vermillon City / Find as a hidden item in the Rocket Game Corner	-
lum Heal	Cures the burned status condition.	Buy at any Poké Mart or the Celadon Department Store (no Gym Badges required)	₽300
Card Key	Opens the locked doors in Silph Co.	Receive from your rival in Silph Co. after defeating Archer	-
Chalky Stone	A small whitish stone. It's a gift from your partner.	Receive from your partner Pokémon in Partner Play	-
harizardite X	Allows Charizard to Mega Evolve into Mega Charizard X.	Receive from Blue in the Oak Pokémon Research Lab	-
Charizardite Y	Allows Charizard to Mega Evolve into Mega Charizard Y.	Receive from Blue in the Oak Pokémon Research Lab	-
Courage Candy	Increases a Pokémon's Sp. Def by 1. The number of Candies you need increases as your Pokémon's Go Power rises.	Receive after catching Pokémon or sending Pokémon to Professor Oak / Find as a hidden item in the Rocket Game Corner, in the Pokémon Mansion, and on Victory Road	4:
Courage Candy L	Increases a Pokémon's Sp. Def by 1. Can only be used on Pokémon at Lv. 30 or higher. The number of Candies you need increases as your Pokémon's Go Power rises.	Receive after catching Pokémon or sending Pokémon to Professor Oak / Find as a hidden item in the Rocket Game Corner	-
curage Candy XL	Increases a Pokémon's Sp. Def by 1. Can only be used on Pokémon at Lv. 60 or higher. The number of Candies you need increases as your Pokémon's Go Power rises.	Receive after catching Pokémon or sending Pokémon to Professor Oak / Find as a hidden item in the Rocket Game Corner	-
lire Hit	Significantly raises the critical-hit ratio of a Pokémon during battle. Cannot be used again on the same Pokémon until the effect wears off.	Buy at any Poké Mart or the Celadon Department Store (after earning one Gym Badge)	₽650
Iome Fossil	A Pokémon Fossil. When restored, it becomes Kabuto.	Receive it in Mt. Moon (B2F) / Find as a hidden item in the Cerulean Cave (B1F, 2F)	-
lixir	Restores the PP of all of a Pokémon's moves by 10 points.	Find as a hidden item in Silph Co. (9F)	-
scape Rope	Use it to escape instantly from a cave or a dungeon.	Buy at any Poké Mart or the Celadon Department Store (after earning one Gym Badge)	₽30
ther	Restores the PP of a Pokémon's move by 10 points.	Find in Mt. Moon (1F) and on Route 25, Route 5, and Route 9	-
Fire Stone	Evolves Vulpix, Growlithe, and Eevee when used on them. Does not work on partner Eevee.	Buy at the Celadon Department Store	₽5,0
resh Water	Restores the HP of a Pokémon by 30 points.	Buy at vending machines at the Celadon Department Store and the Rocket Game Corner	₽20
ull Heal	Cures all status conditions and confusion.	Buy at any Poké Mart or the Celadon Department Store (after earning three Gym Badges)	₽400
ull Restore	Completely restores the HP of a Pokémon and cures any status conditions and confusion.	Buy at any Poké Mart or the Celadon Department Store (after earning eight Gym Badges)	₽3,0
iengarite	Allows Gengar to Mega Evolve into Mega Gengar.	Buy from the Mega Stone seller in the Pokémon League after entering the Hall of Fame	₽30,1
Sold Bottle Cap	A beautiful bottle cap that gives off a golden gleam. Give one to Mr. Hyper to have a Lv. 100 Pokémon max out all six stats via Hyper Training.	Find as a hidden item in the Rocket Game Corner	-
Gold Leaf	A mysterious gold leaf. It's a gift from your partner.	Receive from your partner Pokémon in Partner Play	-
iold Teeth	Give to the warden in Fuchsia City to learn the Secret Technique Strong Push.	Receive from Jessie on Route 19	-
iolden Nanab Berry	A Berry that drastically calms wild Pokémon you're trying to catch when given to them.	Receive after catching Pokémon / Find as a hidden item on Route 15 and in the Cerulean Cave (2F)	-
lolden Pinap Berry	A Berry that makes you drastically more likely to get an item when given to Pokimon you're trying to catch.	Receive after catching Pokemon / Find as a hidden item on Route 13 and in the Cerulean Cave (2F)	-
iolden Razz Berry	A Berry that makes it drastically easier to catch Pokémon when given to them.	Receive after catching Pokemon / Find as a hidden item on Route 14 and in the Cerulean Cave (2F)	-
luard Spec.	Prevents stat reduction among the Trainer's party Pokémon for five turns. Cannot be used again until the effect wears off.	Buy at any Poké Mart or the Celadon Department Store (after earning one Gym Badge)	₽70
yaradosite	Allows Gyarados to Mega Evolve into Mega Gyarados.	Buy from the Mega Stone seller in the Pokemon League after entering the Hall of Fame	₽30)
lealth Candy	Increases a Pokémon's HP by 1. The number of Candles you need increases as your Pokémon's Go Power rises.	Receive after catching Pokémon or sending Pokémon to Professor Cak / Find as a hidden item in the Rocket Game Corner, in the Pokémon Mansion, and on Victory Road	-
lealth Candy L	Increases a Pokémon's HP by 1. Can only be used on Pokémon at Lv. 30 or higher. The number of Candies you need increases as	Receive after catching Pokémon or sending Pokémon to Professor Oak / Find as a	

Item	Description	Main way to obtain	
lealth Candy XI.	Increases a Pokémon's HP by 1. Can only be used on Pokémon at Lv. 60 or higher. The number of Candles you need increases as your Pokémon's Go Power rises.	Receive after catching Pokémon or sending Pokémon to Professor Oak / Find as a hidden item in the Rocket Game Corner	-
Heart Scale	A pretty, heart-shaped scale that is extremely rare. Give one to Madam Memorial to remind your Pokemon of a move it forgot or to teach it a move it did not learn.	Receive from your partner Pokémon in Partner Play / Find as a hidden item in the Seafoam Islands (82F, 1F)	-
Helix Fossil	A Pokémon Fossil. When restored, it becomes Omanyte.	Receive it in Mt. Moon (B2F) / Find as a hidden item in the Cerulean Cave (B1F, 2F)	=
Hyper Potion	Restores the HP of a Pokémon by 120 points.	Buy at any Poké Mart or the Celadon Department Store (after earning four Gym Badges)	₽1,
ice Heal	Cures the frozen status condition.	Buy at any Poké Mart or the Celadon Department Store (no Gym Badges required)	₽10
ice Stone	Evolves Alolan Sandshrew and Alolan Vulpix when used on them.	Buy at the Celadon Department Store	₽5
Kangaskhanite	Allows Kangaskhan to Mega Evolve into Mega Kangaskhan.	Buy from the Mega Stone seller in the Pokámon League after entering the Hall of Fame	₽3
	A stone filled with an unexplained power, it allows a Pokemon to Mega	Receive from Blue in the Oak Pokémon Research Lab	_
Key Stone	Evolve if you have the corresponding Mega Stone for that Pokemon.		
Leaf Letter	A letter written on a leaf. It's a gift from your partner.	Receive from your partner Pokémon in Partner Play	-
Leaf Stone	Evolves Gloom, Weepinbell, and Exeggcute when used on them.	Buy at the Celadon Department Store	25
Lemonade	Restores the HP of a Pokémon by 70 points.	Buy at vending machines at the Celadon Department Store	83
Lift Key	Allows you to operate the elevator in the Team Rocket Hideout.	Receive from your partner Pokémon in the Team Rocket Hideout	-
Lone Earring	A single earring that somebody dropped. It's a gift from your partner.	Receive from your partner Pokémon in Partner Play	-
Lure	Makes rare Pokémon more likely to appear for a while after its use.	Buy at any Poké Mart or the Celadon Department Store (after earning two Gym Badges)	24
Marble	A round glass marble. It's a gift from your partner.	Receive from your partner Pokémon in Partner Play	-
Max Elixir	Completely restores the PP of all of a Pokémon's moves.	Find in Silph Co. (11F), the Pokémon Mansion (B1F, 1F), and the Cerulean Cave (B1F)	-
Max Ether	Completely restores the PP of a Pokémon's move.	Find in Silph Co. (SF) and the Pokémon Mansion (2F)	-
	Makes rare Pokémon more likely to appear for a very long while	Buy at any Poké Mart or the Celadon Department Store (after earning six Gym Badges)	₽9
Max Lure	after its use.		
Max Potion	Completely restores the HP of a Pokémon.	Buy at any Poké Mart or the Celadon Department Store (after earning six Gym Badges)	P2
Max Repel	Prevents wild Pokémon from appearing for a very long while after its use.	Buy at any Poké Mart or the Celadon Department Store (after earning five Gym Badges)	₽9
Max Revive	Revives a fainted Pokémon and fully restores its HP.	Find as a hidden item in the Team Rocket Hideout (B4F), the Seafoam Islands (B1F), and the Cerulean Cave (B1F, 2F)	-
Mewtwonite X	Allows Mewtwo to Mega Evolve into Mega Mewtwo X.	Receive from Green in the Cerulean Cave	-
Mewtwonite Y	Allows Mewtwo to Mega Evolve into Mega Mewtwo Y.	Receive from Green in the Cerulean Cave	-
Mighty Candy	Increases a Pokémon's Attack by 1. The number of Candles you need increases as your Pokémon's Go Power rises. Increases a Pokémon's Attack by 1. Can only be used on Pokémon	Receive after catching Pokémon or sending Pokémon to Professor Osk / Find as a hidden item in the Rocket Game Corner, in the Pokémon Mansion, and on Victory Road	1
Mighty Candy L	at Lv. 30 or higher. The number of Candles you need increases as your Pokémon's Go Power rises.	Receive after catching Pokémon or sending Pokémon to Professor Oak / Find as a hidden Item in the Rocket Game Corner	-
Mighty Candy XL	Increases a Pokémon's Attack by 1. Can only be used on Pokémon at Lv. 60 or higher. The number of Candles you need increases as your Pokémon's Go Power rises.	Receive after catching Pokémon or sending Pokémon to Professor Oak / Find as a hidden item in the Rocket Game Corner	-
Moon Stone	Evolves Nidorina, Nidorino, Clefairy, and Jigglypuff when used on them.	Find as a hidden item in Mt. Moon (B2F) and Saffron City	-
Nanab Berry	A Berry that slightly calms wild Pokémon you're trying to catch when given to them.	Receive after catching Poleémon / Find as a hidden item on Route 25 and Route 10 (South)	-
		Receive once per day from the Diglett in the warden's house in Fuchsia City / Find in	_
Nugget Old Amber	A nugget of pure gold, it can be sold at shops for a high price. A piece of amber with Pokémon DNA trapped inside. When	Mt. Moon (B2F), Cetadon City, Sliph Co. (5F), and elsewhere Receive it in the Pewter Museum of Science / Find as a hidden item in the Cerulean Case (Rt12 2F)	-
	restored, it becomes Aerodactyl.	Buy at any Poké Mart or the Celadon Department Store (no Gym Badges required)	2:
Paralyze Heal	Cures the paralysis status condition.	Receive from a Poké Mart clerk in Viridian City	_
Parcel	Deliver to Professor Oak to get a reward.		
Pearl	A pretty pearl. It can be sold at shops for a low price.	Find as a hidden item in the Pokémon Tower (2F) and the Seafoam Islands (B2F)	-
Pewter Crunchies	Pewter City's famous snack. It can be used once to cure all the status conditions and confusion of a Pokémon.	Buy once per day at the Pewter City Pokemon Center	P:
Pidgeotite	Allows Pidgeot to Mega Evolve into Mega Pidgeot.	Buy from the Mega Stone seller in the Pokemon League after entering the Hall of Fame	
Pinap Berry	A Berry that makes you slightly more likely to get an item when given to Pokémon you're trying to catch.	Receive after catching Pokémon / Find as a hidden item on Route 7 and Route 9 Buy from the Mega Stone seller in the Pokémon League after entering the Hall of Fame	P:
Pinsirite	Allows Pinsir to Mega Evolve into Mega Pinsir.	Buy from the Mega stone select in the Pokemon League and entoling see has or raine Receive from Mr. Full in the Pokemon House in Lavender Town	-
Poké Flute	A flute that will wake up certain sleeping Pokémon that block your path.		-
Polished Mud Ball	A ball made of mud. It's a gift from your partner.	Receive from your partner Pokémon in Partner Play	P.
Potion	Restores the HP of a Pokémon by 20 points.	Buy at any Poké Mart or the Celadon Department Store (no Gym Badges required)	2.
PP Max	Increases the maximum PP of a move as high as it will go.	Find as a hidden item in the Cerulean Cave (B1F)	-
PP Up	Increases the maximum PP of a move by a small amount.	Find as a hidden item on Route 4 (East) and in the Pokémon Tower (6F)	-
Pretty Wing	A beautiful feather. It can be sold at shops for a low price.	Receive from your partner Pokémon in Partner Play / Find as a hidden item in the Power Plant, in the Seafoam Islands (B4F), and on Victory Road (ZF)	-
Quick Candy	Increases a Pokémon's Speed by 1. The number of Candles you need increases as your Pokémon's Go Power rises. Increases a Pokémon's Speed by 1. Can only be used on Pokémon	Receive after catching Pokémon or sending Pokémon to Professor Oak / Find as a hidden item in the Rocket Game Corner, in the Pokémon Mansion, and on Victory Road	-
Quick Candy L	at Lv. 30 or higher. The number of Candies you need increases as your Pokemon's Go Power rises.	Receive after catching Pokémon or sending Pokémon to Professor Oak / Find as a hidden item in the Rocket Game Corner	-
	Increases a Pokémon's Speed by 1. Can only be used on Pokémon at Lv. 60 or higher. The number of Candies you need increases as	Receive after catching Pokémon or sending Pokémon to Professor Oak / Find as a hidden item in the Rocket Game Corner	-
Quick Candy XL	your Pokémon's Go Power rises.	Find in Cerulean City, Celadon City, Silph Co. (7F), and elsewhere / Find as a hidden	

	Description	Main way to obtain	Price
lazz Berry	A Berry that makes it slightly easier to catch Pokemon when given to them.	Receive after catching Pokémon / Find as a hidden item on Route 5 and in Celadon City	-
epel	Prevents wild Pokemon from appearing for a while after its use.	Buy at any Poké Mart or the Celadon Department Store (after earning one Gym Badge)	₽400
evive	Revives a fainted Pokémon and restores half of its HP.	Buy at any Poké Mart or the Celadon Department Store (after earning three Gym Badges)	₽2,00
S. Ticket	A ticket to board the luxury cruise liner S.S. Anne.	Receive from Bill in Bill's house on Route 25	-
cret Key	The key that unlocks the entrance to the Cinnabar Island Pokémon Gym.	Find in the Pokémon Mansion	-
alour Sable	The Kalos region's famous shortbread. It can be used once to cure all the status conditions and confusion of a Pokémon.	Receive from Blue aboard the S.S. Anne	_
niny Charm	A shirry charm said to increase the chance of finding a Shiny Pokémon in the wild.	Receive from the game director in the GAME FREAK Development Office after completing your Pokédex	=
lph Scope	Allows you to see the true identities of the ghosts in the Pokémon Tower.	Receive from Giovanni in the Team Rocket Hideout	-
ver Leaf	A mysterious silver leaf. It's a gift from your partner.	Receive from your partner Pokémon in Partner Play	-
ver Nanab Berry	A Berry that calms wild Pokemon you're trying to catch when given to them.	Receive after catching Pokémon / Find as a hidden item on Route 13 and in Sliph Co. (5F)	-
ver Pinap Berry	A Berry that makes you more likely to get an item when given to Pokémon you're trying to catch.	Receive after catching Pokémon / Find as a hidden item on Route 8 and Route 12	-
Iver Razz Berry	A Berry that makes it easier to catch Pokémon when given to them.	Receive after catching Pokémon / Find as a hidden item on Route 18 (West) and in Sitch Co. (3F, 8F)	-
owbronite	Allows Slowbro to Mega Evolve into Mega Slowbro.	Buy from the Mega Stone seller in the Pokémon League after entering the Hall of Fame	₽30,0
nall Bouquet	A small bouquet. It's a very special gift from your partner.	Receive from your partner Pokémon in Partner Play	-
nart Candy	Increases a Pokémon's Sp. Atk by 1. The number of Candles you need increases as your Pokémon's Go Power rises.	Receive after catching Pokémon or sending Pokémon to Professor Oak / Find as a hidden item in the Rocket Game Corner, in the Pokémon Mansion, and on Victory Road	-
nart Candy L	Increases a Pokémon's Sp. Atk by 1. Can only be used on Pokémon at Lv. 30 or higher. The number of Candies you need increases as your Pokémon's Go Power rises.	Receive after catching Pokémon or sending Pokémon to Professor Oak / Find as a hidden item in the Rocket Game Corner	-
nart Candy XL	Increases a Pokémon's Sp. Alfk by 1. Can only be used on Pokémon at Lv. 60 or higher. The number of Candles you need increases as your Pokémon's Go Power rises.	Receive after catching Pokémon or sending Pokémon to Professor Oak / Find as a hidden item in the Rocket Game Corner	-
da Pop	Restores the HP of a Pokémon by 50 points.	Buy at vending machines at the Celadon Department Store and the Rocket Game Corner	₽300
r Piece	A red gem. It can be sold at shops for a high price.	Find as a hidden item in the Pokémon Tower (3F)	-
irdust	Lovely, red-colored sand. It can be sold at shops for a low price.	Receive from your partner Pokémon in Partner Play / Find as a hidden item in Mt. Moon (1F), on Route 20, and on Route 21	-
netchy Spring	A thin small spring. It's a gift from your partner.	Receive from your partner Pokémon in Partner Play	-
per Lure	Makes rare Pokémon more likely to appear for a long while after its use.	Buy at any Poké Mart or the Celadon Department Store (after earning four Gym Badges)	₽700
per Potion	Restores the HP of a Pokémon by 60 points.	Buy at any Poké Mart or the Celadon Department Store (after earning two Gym Badges)	₽700
per Repel	Prevents wild Pokémon from appearing for a long while after its use.	Buy at any Poké Mart or the Celadon Department Store (after earning three Gym Badges)	₽700
8	Give to one of the guards in the gates leading to Saffron City to be allowed to pass through.	Receive from Brock in Celadon City	-
under Stone	Evolves Pikachu and Eevee when used on them. Does not work on partner Pikachu or Eevee.	Buy at the Celadon Department Store	₽5,0
y Mushroom	A tiny mushroom. It can be sold at shops for a low price.	Receive from your partner Pokémon in Partner Play / Find as a hidden item in the kitchen of the S.S. Anne	-
ugh Candy	Increases a Pokémon's Defense by 1. The number of Candies you need increases as your Pokémon's Go Power rises.	Receive after catching Pokémon or sending Pokémon to Professor Oak / Find as a hidden item in the Rocket Game Corner, in the Pokémon Mansion, and on Victory Road	-
ugh Candy L	Increases a Pokémon's Defense by 1. Can only be used on Pokémon at Lv. 30 or higher. The number of Candles you need increases as your Pokémon's Go Power rises.	Receive after catching Pokémon or sending Pokémon to Professor Oak / Find as a hidden item in the Rocket Game Corner	-
ugh Candy XL	Increases a Pokémon's Defense by 1. Can only be used on Pokémon at Lv. 60 or higher. The number of Candies you need increases as your Pokémon's Go Power rises.	Receive after catching Pokémon or sending Pokémon to Professor Oak / Find as a hidden item in the Rocket Game Corner	-
wn Map	A map of the Kanto region.	Receive from your mom in Pallet Town	-
pical Shell	A beautiful white shell. It's a gift from your partner.	Receive from your partner Pokemon in Partner Play	-
nusaurite	Allows Venusaur to Mega Evolve into Mega Venusaur.	Receive from Blue in the Cak Pokémon Research Lab	_
iter Stone	Evolves Poliwhirl, Shellder, Staryu, and Eevee when used on them. Does not work on partner Fewer.	Buy at the Celadon Department Store	₽5,0
Accuracy	Raises the accuracy of a Pokémon by 2 stages during battle.	Buy at any Poké Mart or the Celadon Department Store (after earning one Gym Badge)	₽950
Attack	Raises the Attack stat of a Pokémon by 2 stages during battle.	Buy at any Poké Mart or the Celadon Department Store (after earning one Gym Badge)	₽550
Defense	Raises the Defense stat of a Pokémon by 2 stages during battle.	Buy at any Poké Mart or the Celadon Department Store (after earning one Gym Badge)	₽500
Sp. Atk	Raises the Sp. Alk stat of a Pokémon by 2 stages during battle.	Buy at any Poké Mart or the Celadon Department Store (after earning one Gym Badge)	₽350
Sp. Def	Raises the Sp. Def stat of a Pokémon by 2 stages during battle.	Buy at any Poké Mart or the Celadon Department Store (after earning one Gym Badge)	₽350
Speed	Raises the Speed stat of a Pokémon by 2 stages during battle.	Buy at any Poké Mart or the Celadon Department Store (after earning one Gym Badge)	₽350











Items

0

Poké Balls

Different Poké Balls can be more or less effective at catching Pokémon, so use them wisely when trying to catch 'em all!

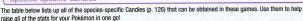
	Name	Description	Main way to obtain	Price
-	Poké Ball	Basic Poké Ball with a decent success rate.	Purchase at any Poké Mart, or receive as a reward for defeating most other Trainers in battle.	₽100
S	Great Ball	A more advanced Poké Ball with a higher success rate.	Purchase at any Poké Mart after earning your first Gym Badge, or receive as a reward for defeating Campers and Picnickers in battle.	₽300
	Ultra Ball	The best Poké Ball that can be found in shops, with a very high success rate.	Purchase at any Poké Mart after earning four Gym Badges, or receive as a reward for defeating Ace Trainers in battle.	₽500
	Master Ball	A very rare Poké Ball that is guaranteed to catch any wild Pokémon.	Receive one from the president of Stiph Co. after saving his company from Team Rocket, or find one as a hidden Item in the Cerulean Cave if you are incredibly lucky.	
-	Premier Ball	A special Poké Ball made to celebrate an event of some sort. About as effective as a normal Poké Ball.	Receive one as a bonus each time you buy 10 of any type of Poké Ball at a Poké Mart.	-

Generic Candies each species gives

When you catch Pokémon or send them to Professor Oak, you'll receive generic Candies most of the time. The kind of Candy you get will depend on the species of the Pokémon, so refer to the handy table below to make your Candy hunt hat much easier and remember the fixe on pages 156 and 127, tool (Regional variants may give different Candies)

0	Mighty Candy (Raises Attack)				Ouick Candy (Raises Speed
Health Candy	047 Parasect*	Tough Candy	Smart Candy	Courage Candy	019 Rattata
	056 Mankey	(Raises Defense)	(Raises Sp. Atk)	(Raises Sp. Def)	020 Raticate
010 Caterpie	057 Primeape	007 Squirtle	001 Bulbasaur	002 lvysaur*	021 Spearow
029 Nidoran ♀	058 Growlithe	008 Wartortle*	002 lvysaur*	003 Venusaur*	022 Fearow
030 Nidorina	059 Arcanine	011 Metapod	003 Venusaur*	008 Wartortle*	025 Pikachu
031 Nidoqueen	066 Machop	014 Kakuna	005 Charmeleon*	009 Blastoise	026 Raichu
035 Clefairy	067 Machoke	027 Sandshrew	006 Charizard	012 Butterfree*	037 Vulpix
036 Clefable	068 Machamp	028 Sandslash	012 Butterfree*	015 Beedrill*	038 Ninetales*
039 Jigglypuff	069 Bellsprout	047 Parasect*	043 Oddish	038 Ninetales*	041 Zubat
040 Wigglytuff	070 Weepinbell	062 Poliwrath	044 Gloom	048 Venonat	042 Golbat
079 Slowpoke	071 Victreebel	074 Geodude	045 Vileplume	072 Tentacool	049 Venomoth*
088 Grimer	083 Farfetch'd	075 Graveler	049 Venomoth*	073 Tentacruel	050 Diglett
089 Muk*	084 Doduo	076 Golem	054 Psyduck	086 Seel	051 Dugtrio
108 Lickitung	085 Dodrio	080 Slowbro	055 Golduck	087 Dewgong	052 Meowth
113 Chansey	089 Muk*	090 Shellder	063 Abra	096 Drowzee	053 Persian
115 Kangaskhan	098 Krabby	091 Clayster	064 Kadabra	097 Hypno	060 Poliwag
131 Lapras	099 Kingler	095 Onix	065 Alakazam	107 Hitmonchan	061 Poliwhirl
132 Ditto	106 Hitmonlee	102 Exeggoute	081 Magnemite	122 Mr. Mime	077 Ponyta
134 Vaporeon	112 Rhydon	104 Cubone	082 Magneton	133 Eevee	078 Rapidash
143 Snorlax	118 Goldeen	105 Marowak	092 Gastly	144 Articuno	100 Voltorb
151 Mew	119 Seaking	109 Koffing	093 Haunter		101 Electrode
1 1 1 1 1	123 Scyther	110 Weezing	094 Gengar		120 Staryu
	127 Pinsir	111 Rhyhorn	103 Exeggutor	Quick Candy	121 Starmie
THE CONTRACT	128 Tauros*	114 Tangela	116 Horsea	(Raises Speed)	125 Electabuzz
Mighty Candy (Raises Attack)	130 Gyarados	117 Seadra*	117 Seadra*	004 Charmander	128 Tauros*
015 Beedrill*	136 Flareon	138 Omanyte	124 Jyrox	005 Charmeleon*	129 Magikarp
023 Ekans	141 Kabutops	139 Omastar	126 Magmar	013 Weedle	135 Jolteon
024 Arbok	147 Dratini	140 Kabuto	137 Porygon	016 Pidgey	142 Aerodactyl
032 Nidorana ^a	148 Dragonair	152 Meltan*	145 Zapdos	017 Pidgeotto	
033 Nidorino	149 Dragonite	153 Melmetal*	146 Moltres	018 Pidgeot	
034 Nidoking	152 Meltan*		150 Mewtwo		
045.0	152 Malmotol*	"Moto that antrine market	s with an actorick chow Pokémon	that can yield more than one kir	of of Candy so your chance

"Note that entries marked with an asterisk show Pokemon that can yield more than one kind of Candy, so your chance of getting the kind listed at the head of the table is a bit lower than with Pokemon who can only yield that one kind!



Item	Description	Item	Description
	Can be used on Abra, Kadabra, and Alakazam to raise all stats	Mankey Candy	Can be used on Mankey and Primeape to raise all stats by 1 point
Abra Candy	by 1 point.	Meltan Candy	Can be used on Meltan and Melmetal to raise all stats by 1 point.
Aerodactyl Candy Articuno Candy	Can be used on Aerodactyl to raise all stats by 1 point. Can be used on Articuno to raise all stats by 1 point.	Meowth Candy	Can be used on Meowth, Persian, Alokan Meowth, and Alokan Persian to raise all stats by 1 point.
	Can be used on Bellsprout, Weepinbell, and Victreebel to raise all	Mew Candy	Can be used on Mew to raise all stats by 1 point.
Bellisprout Candy	stats by 1 point.	Mewtwo Candy	Can be used on Mewtwo to raise all stats by 1 point.
	Can be used on Bulbasaur, lvysaur, and Venusaur to raise all stats	Moltres Candy	Can be used on Moltres to raise all stats by 1 point.
Bulbasaur Candy	by 1 point.	Mr. Mime Candy	Can be used on Mr. Mime to raise all stats by 1 point.
Caterple Candy	Can be used on Caterple, Metapod, and Butterfree to raise all stats by 1 point.	Nidoran ♀ Candy	Can be used on Nidoran ?, Nidorina, and Nidoqueen to raise all stats by 1 point.
Chansey Candy	Can be used on Chansey to raise all stats by 1 point.	Nidoran e ² Candy	Can be used on Nidoran 7, Nidorino, and Nidoking to raise all
Charmander Candy	Can be used on Charmander, Charmeleon, and Charizard to raise all stats by 1 point.		stats by 1 point. Can be used on Oddish, Gloom, and Vileplume to raise all stats
Clefairy Candy	Can be used on Clefairy and Clefable to raise all stats by 1 point.	Oddish Candy	by 1 point.
Cubone Candy	Can be used on Cubone, Marowak, and Alolan Marowak to raise	Omanyte Candy	Can be used on Omanyte and Omastar to raise all stats by 1 point
Judges Gd/Kly	all stats by 1 point.	Onix Candy	Can be used on Onix to raise all stats by 1 point.
Diglett Candy	Can be used on Diglett, Dugtrio, Alolan Diglett, and Alolan Dugtrio	Paras Candy	Can be used on Paras and Parasect to raise all stats by 1 point.
Ditto Candy	to raise all stats by 1 point. Can be used on Ditto to raise all stats by 1 point.	Pidgey Candy	Can be used on Pidgey, Pidgeotto, and Pidgeot to raise all stats by 1 point.
Doduo Candy	Can be used on Doduo and Dodrio to raise all stats by 1 point.		Can be used on Pikachu, Raichu, and Alolan Raichu to raise all
Dratini Candy	Can be used on Dratini, Dragonair, and Dragonite to raise all stats	Pikachu Candy	stats by 1 point.
	by 1 point.	Pinsir Candy	Can be used on Pinsir to raise all stats by 1 point.
Drowzee Candy	Can be used on Drowzee and Hypno to raise all stats by 1 point.	Poliwag Candy	Can be used on Poliwag, Poliwhirl, and Poliwrath to raise all stats
Eevee Candy	Can be used on Eevee, Vaporeon, Jolteon, and Flareon to raise all stats by 1 point.	Ponyta Candy	by 1 point. Can be used on Ponyta and Rapidash to raise all stats by 1 point.
Ekans Candy	Can be used on Ekans and Arbok to raise all stats by 1 point.	Porygon Candy	Can be used on Porygon to raise all stats by 1 point.
Electabuzz Candy	Can be used on Electabuzz to raise all stats by 1 point.	Psyduck Candy	Can be used on Psyduck and Golduck to raise all stats by 1 point.
Exeggcute Candy	Can be used on Exeggcute, Exeggutor, and Alolan Exeggutor to raise all stats by 1 point.	Rattata Candy	Can be used on Rattata, Raticate, Alolan Rattata, and Alolan Raticate to raise all stats by 1 point.
Farfetch'd Candy	Can be used on Farfetch'd to raise all stats by 1 point.	Rhyhorn Candy	Can be used on Rhyhorn and Rhydon to raise all stats by 1 point.
Sastly Candy Sendude Candy	Can be used on Gastly, Haunter, and Gengar to raise all stats by 1 point. Can be used on Geodude, Graveler, Golem, Alolan Geodude, Alolan	Sandshrew Candy	Can be used on Sandshrew, Sandslash, Alolan Sandshrew, and Alolan Sandslash to raise all stats by 1 point.
Geoduce Carroy	Graveler, and Aloian Golem to raise all stats by 1 point.	Scyther Candy	Can be used on Scyther to raise all stats by 1 point.
Goldeen Candy	Can be used on Goldeen and Seaking to raise all stats by 1 point.	Seel Candy	Can be used on Seel and Dewgong to raise all stats by 1 point.
Grimer Candy	Can be used on Grimer, Muk, Alolan Grimer, and Alolan Muk to	Shellder Candy	Can be used on Shellder and Cloyster to raise all stats by 1 point.
	raise all stats by 1 point.	Slowpoke Candy	Can be used on Slowpoke and Slowbro to raise all stats by 1 point
Growlithe Candy	Can be used on Growlithe and Arcanine to raise all stats by 1 point.	Snorlax Candy	Can be used on Snorlax to raise all stats by 1 point.
Hitmonchan Candy	Can be used on Hitmonchan to raise all stats by 1 point. Can be used on Hitmonlee to raise all stats by 1 point.	Spearow Candy	Can be used on Spearow and Fearow to raise all stats by 1 point.
Hitmonlee Candy	Can be used on Hitmoniee to raise all stats by 1 point. Can be used on Horsea and Seadra to raise all stats by 1 point.	Squirtle Candy	Can be used on Squirtle, Wartortle, and Blastoise to raise all stats
Horsea Candy Jigglypuff Candy	Can be used on Jigglypuff and Wigglytuff to raise all stats by 1 point.	and the same of th	by 1 point.
Jynx Candy	Can be used on Jyrix to raise all stats by 1 point.	Staryu Candy	Can be used on Staryu and Starmle to raise all stats by 1 point.
Kabuto Candy	Can be used on Kabuto and Kabutops to raise all stats by 1 point.	Tangela Candy	Can be used on Tangela to raise all stats by 1 point.
Kangaskhan Candy	Can be used on Kangaskhan to raise all stats by 1 point.	Tauros Candy	Can be used on Tauros to raise all stats by 1 point. Can be used on Tentagool and Tentaguel to raise all stats by 1 point.
Koffing Candy	Can be used on Koffing and Weezing to raise all stats by 1 point.	Tentacool Candy	Can be used on Venonat and Venomoth to raise all stats by 1 point.
Krabby Candy	Can be used on Krabby and Kingler to raise all stats by 1 point.	Venonat Candy	Can be used on Verioriat and Veriorinotri to raise all stats by 1 point. Can be used on Voltorb and Electrode to raise all stats by 1 point.
Lapras Candy	Can be used on Lapras to raise all stats by 1 point.	Voltorb Candy	Can be used on Voltors and Electrode to raise all stats by I point. Can be used on Voltors, Ninetales, Alolan Vulpix, and Alolan
Lickitung Candy	Can be used on Lickitung to raise all stats by 1 point.	Vulpix Candy	Ninetales to raise all stats by 1 point.
and the same	Can be used on Machop, Machoke, and Machamp to raise all		Can be used on Weedle, Kakuna, and Beedrill to raise all stats
Machop Candy	stats by 1 point.	Weedle Candy	by 1 point.
Magikarp Candy	Can be used on Magikarp and Gyarados to raise all stats by 1 point.	Zapdos Candy	Can be used on Zapdos to raise all stats by 1 point.
Magmar Candy	Can be used on Magmar to raise all stats by 1 point.	Zubat Candy	Can be used on Zubat and Golbat to raise all stats by 1 point.

How to obtain species-specific Candies

Here's a handy summary of all the ways you can obtain the rare species-specific Candies listed in the table above!

- Once you've caught at least 120 Pokémon in total, you may get a species-specific Candy after a successful Pokémon catch (p. 126).
- You may get species-specific Candies when your Pokémon come back from a stroll in your Poké Ball Plus (p. 158).
 Each time you've sent 50 of a particular species to Professor Oak, you can get one of the species-specific Candies it can
- When you send a Pokémon to the professor that's seen its Go Power increase a lot during its time with you, either because of leveling up or having Candies used on it, you may get a small number of species-specific Candies back (o. 127).
- You can receive Pikachu Candies if or Eevee Candies if after defeating certain Coach Trainers (p. 136).
- Find Voltorb Candies as hidden items in the Power Plant (p. 77).



\ Items found by the Pokémon traveling with you

As you can read about on page 144, the Pokémon traveling with you may sometimes find items in the field. All items that can be found by your Pokémon are listed in the table below, along with the locations where you might find them. These items can

As you can read about in page 144, Jier Prokenion Lavening with y be found by your Pokemon are listed in the table below, along with the locations where you might find them. These items can reappear, too, as soon as the clock on your Nintendo Switch turns to a new day after midnight. You might want to revisit some of these spots to collect more of these items!

Razz Berry	Any type of Pokémon has a chance to find this on Route 1, Route 3, and elsewhere.
Nanab Berry	Any type of Pokemon has a chance to find this on Route 3, Route 4, and elsewhere.
Pinap Berry	Any type of Pokémon has a chance to find this on Route 15, Route 17, and elsewhere.
Silver Razz Berry	Any type of Pokémon has a chance to find this on Route 25 and elsewhere.
Silver Nanab Berry	Any type of Pokemon has a chance to find this on Route 7, Route 14, and elsewhere.
Silver Pinap Berry	Any type of Pokémon has a chance to find this on Route 17 and elsewhere.
Golden Razz Berry	Any type of Pokémon has a chance to find this on Route 11 and elsewhere.
Golden Nanab Berry	Any type of Pokémon has a chance to find this on Route 17 and elsewhere.
Golden Pinap Berry	Any type of Pokemon has a chance to find this on Route 8 and elsewhere.
Tiny Mushroom	Paras or Parasect have a chance to find this in Mt. Moon. Rock-type Pokémon have a chance to find this in the Rock Tunnel or on Victory Road.
Big Mushroom	Paras or Parasect have a chance to find this in Mt. Moon. Rock-type Pokémon have a chance to find this in the Rock Tunnel or on Victory Road.
Nugget	Fighting-type Pokémon have a chance to find this in Mt. Moon, in the Rock Tunnel, or on Victory Road.
Stardust	Fighting-type Pokémon have a chance to find this in Mt. Moon or on Victory Road. Fighting- or Ground-type Pokémon have a chance to fin this in the Roak Tunnel. Any type of Pokémon has a chance to find this in the Canalean Cave.

Star Piece	Fighting-type Pokémon have a chance to find this in Mt. Moon or on Victory Road. Fighting- or Ground-type Pokémon have a chance to find this in the Rock Tunnel. Any type of Pokémon has a chance to find this in the Cerulean Cave.
Fire Stone	Rock-type Pokemon have a chance to find this in the Rock Tunnel or on Victory Road.
Thunder Stone	Rock-type Pokémon have a chance to find this in the Rock Tunnel.
Water Stone	Rock-type Pokemon have a chance to find this in the Rock Tunnel.
Ice Stone	Ice-type Pokémon have a chance to find this in the Seafoam Islands.
Pearl	Water-type Pokémon have a chance to find this in Viridian City, on Route 25, and on Route 12. Ground-type Pokémon have a chance to find this on Route 19, ice-type Pokémon have a chance to find this in the Seafoam Islands. Any type of Pokémon has a chance to find this in the Cerulean Cave.
Big Pearl	Water-type Pekémon have a chance to find this in Viridian City, on Boute 25, and on Route 12. Ground-type Pekémon have a chance to find this on Route 19, loe-type Pekémon have a chance to find this in the Seafoam Islands. Any type of Pokémon has a chance to find this in the Cerulean Ceru.
Heart Scale	Water-type Pokémon have a chance to find this on Route 12 or in the Cerulean Cave.
Pretty Wing	Grass-type Pokémon have a chance to find this in Viridian City, Cerulean City, Vermilion City, Lavender Town, Celadon City and



Shop Lists

P20,000

₽20,000

The tables below list all the items you can buy from various shops, sellers, and vending machines in the Kanto region.

Poke Marts & Trainers' Market (2F)

Celadon Department Store

P3,000

TM17 Dragon Tail

TM18 U-turn

Poké Marts & Trainers' M in the Celadon Departme	
Poké Ball	₽100
Potion	₽200
Antidote	₽200
Burn Heal	₽300
loe Heal	₽100
Awakening	₽100
Paralyze Heal	₽300
After earning one Gym Badge	
Great Ball	₽300
Escape Rope	₽300
Repel	₽400
X Attack	₽550
X Defense	₽500
X Sp. Atk	₽350
X Sp. Def	₽350
X Speed	₽350
X Accuracy	₽950
Dire Hit	₽650
Guard Spec.	₽700
After earning two Gym Badges	
Super Potion	₽700
Lure	P400
After earning three Gym Badges	
Full Heal	₽400
Revive	₽2,000
Super Repel	₽700
After earning four Gym Badges	
Ultra Ball	₽500
Hyper Potion	₽1,500
Super Lure	₽700
After earning five Gym Badges	
Max Repel	₽900
After earning six Gym Badges	
Max Potion	₽2,500
Max Lure	₽900
After earning seven Gym Badges	
(No additional items are unlocked.)	NAME OF TAXABLE PARTY.
After earning eight Gym Badges	
Full Restore	₽3,000

Pewter City Pokémon Center

THE TO U-VOIT	= 20,000
TM19 Iron Tail	₽50,000
TM25 Waterfall	₽30,000
TM28 Tri Attack	₽30,000
TM30 Bulk Up	₽10,000
TM43 Shadow Ball	₽30,000
TM48 Hyper Beam	₽100,000
Wiseman Gifts (4F)	
Fire Stone	₽5,000
Thunder Stone	₽5,000
Water Stone	₽5,000
Leaf Stone	₽5,000
Ice Stone	₽5,000
Accessory Market (5F)	
Hat table	
Straw Hat	₽10,000
Sweet Hat	₽20,000
Elegant Hat	₽20,000
Crown	₽999,999
Diglett table	
Diglett Cap	₽50
Accessories table	
Little Red Bow	₽1,000
Little Green Bow	₽1,000
Little Blue Bow	₽1,000
Little Black Bow	₽1,000
Little Plaid Bow	₽1,000
Little Formal Bow	₽1,000
Little Polka-Dot Bow	₽1,000
Little Bow	₽1,000
Fancy Red Bow	₽2,000
Fancy Green Bow	₽2,000
Fancy Blue Bow	₽2,000
Fancy Black Bow	₽2,000
Fancy Plaid Bow	₽2,000
Fancy Polka-Dot Bow	₽2,000
Fancy Cute Bow	₽2,000
Fancy Frilly Bow	₽2,000
Sallor Bandanna	₽3,000
Safari Bandanna	₽3,000
Polka-Dot Bandanna	₽3,000
Ruby Bandanna	₽3,000
Sapphire Bandanna	₽3,000

Emerald Bandanna	₽3,000
Black Bandanna	₽3,000
White Bandanna	₽3,000
Red Flowers	₽5,000
Pink Flowers	₽5,000
Blue Flowers	₽5,000
White Flowers	₽5,000
Orange Flowers	₽5,000
Purple Flowers	₽5,000
Pale Blue Flowers	₽5,000
Green Flowers	₽5,000
Glasses table	
Black Framed Glasses	₽8,000
Red Framed Glasses	₽8,000
Green Framed Glasses	₽8,000
Brown Framed Glasses	₽12,000
Thick Glasses	₽5,000
Blue Sky Sunglasses	₽10,000
Dawn Sunglasses	₽10,000
Dusk Sunglasses	₽10,000
Midnight Sunglasses	₽10,000
Rooftop vending machines	
Fresh Water	₽200
Soda Pop	₽300
Lemonade	₽350

Rocket Game Corner vending machines											
Fresh Water	₽200										
Soda Pop	₽300										

Pokémon League	
Mega Stone seller (after entering	Hall of Fame)
Beedrillite	₽30,000
Pidgeotite	₽30,000
Alakazite	₽30,000
Slowbronite	₽30,000
Gengarite	₽30,000
Kangaskhanite	₽30,000
Pinsirite	₽30,000
Gyaradosite	₽30,000
Aerodactylite	₽30,000



Glossarv

Don't know your Attack from your Sp. Attack? Not sure how a status condition is different from a stat? Use this glossary of common Pokémon terms whenever you need to look something up in a jiffy.

Accuracy: Accuracy is a variable that shows how likely it is that a move will hit the target. The closer a move's accuracy is to 100, the more likely the move will hit. Accuracy can be boosted or lowered in battle.

Asleep: When a Pokémon is asleep, it can't use moves. The Pokémon will wake up after several turns, or it can be woken up with an item.

Attack: The Attack stat influences how much damage a Pokémon's physical moves will do.

Battle: A battle is a competition between Pokémon Trainers, where they have their Pokémon engage in battle against each other. Each Trainer directs their Pokémon to use moves to try to best their opponents.

Battle Item: A battle item can be used to temporarily increase a Pokémon's performance during a battle. Battle items include those such as X Attacks, which boost a Pokémon's Attack stat, and Dire Hits, which raise the Pokémon's chance to land a critical hit.

Berry: A Berry can be used to help catch wild Pokémon or to increase the chance of getting items after a successful catch.

Boosting Stats: Stats can be temporarily boosted during battle by using certain moves or items. These effects don't last after the battle ends. For permanent increases, see Go Power.

Burned: The burned status condition lowers the power of physical moves and reduces the Pokémon's HP at the end of each turn. The condition does not go away on its own after the hattle ends.

Candy: A Candy can be used to boost your Pokémon's stats. Each type of Candy increases a specific stat, such as Mighty Candy increasing Attach. The exception is Candies with a Pokémon's name, such as Bulbasaur Candy. These will increase all stats of that specific Pokémon or its Evolutions by 1.

Coach Trainer: A Coach Trainer is a Pokémon Trainer whose aim is to help you hone your skills in battle. They are stronger than the average Pokémon Trainer in their area and will give you useful items, such as a TM or Candies, if you manage to defeat them.

Confused: Being confused may cause a Pokémon to damage itself instead of using its intended move. The Pokémon will recover after several turns, when the Pokémon is switched out, or when the battle ends.

Critical Hit: A critical hit is when a move deals extra damage to an opponent. Each damage-dealing move has a chance to score a critical hit, but some moves, such as Slash, are especially likely to land critical hits. **Defense:** The Defense stat influences how well a Pokémon can defend against physical moves.

Effectiveness: The damage dealt with an attack changes based on the type of the move used by the attacking Pokémon and the type of the targeted Pokémon. Attacks can be effective, super effective, not very effective, or have no effect, depending on how these types match up.

Elite Four: The Elite Four are four very skilled Trainers you have to defeat to prove yourself a Pokémon League Champion.

Encounter: You encounter wild Pokémon when walking around in the world of Pokémon. Pokémon can be found in all kinds of environments, such as patches of grass or dark caves. You can catch wild Pokémon in these encounters to add them to your team.

Evasiveness: Evasiveness is a variable that determines whether your Pokémon can evade an attack or not. It is not one of the six main stats (HP, Attack, Defense, Sp. Atk, Sp. Def, Speed), but it can be boosted or lowered during battle by using specific items or moves.

Evolution: The process of a Pokémon becoming a different Pokémon is known as Svolution. Evolved Pokémon are usually stronger than their predecessors, and they can often learn moves that are more powerful. Conditions for Evolution depend on the Pokémon species, but leveling up is a common way to evolve a Pokémon.

Experience Points: Pokémon earn Experience Points (Exp. Points) through battling. Earning enough Exp. Points will cause a Pokémon to level up.

Fainting: When a Pokémon's HP has been reduced to zero, it faints. A Pokémon that has fainted cannot take part in battle. If all the Pokémon on a Trainer's team faint, that Trainer loses the battle.

Flinching: The target Pokémon may flinch when hit by certain moves, causing its own move to fail on the current turn. The effect lasts only for the turn in which the Pokémon flinches.

Frozen: When a Pokémon is frozen, it cannot use most moves. The Pokémon will recover from this status condition after several turns pass. Being hit by a Fire-type move—or using certain Fire-type moves—will cause a frozen Pokémon to thaw and recover from this status condition.

Gender: The gender of a Pokémon is designated as male, female, or unknown. Some Pokémon have different appearances depending on their gender.

Go Power: With Go Power, your Pokémon's stats can be permanently increased. Your Pokémon will get a dose of Go Power each time they level up, causing one of their stats to increase by one point. You can also use Candles to affect your Pokémon's Go Power and increase their stats at any time.

HP: HP (Hit Points) shows how healthy a Pokémon is, indicating how much damage it can take before it faints.

Hyper Training: Pokémon that have reached Lv. 100 may undergo Hyper Training to boost their individual strengths the maximum. Trainers must pay the old man at the Pokémon Day Care (Route 5) for this service using Bottle Caps. Trainers with a Bottle Cap can use Hyper Training on one of their Pokémon's stats—or, with a Gold Bottle Cap, maximize them alli See also Individual Strengths.

Individual Strengths: Individual strengths are the innate gifts of an individual Pokémon that help determine each of its stats. A Pokémon with a higher individual strength for Attack will see its Attack stat grow faster and have a higher maximum Attack stat than a Pokémon of the same species with a lower individual strength for Attack. See also Hyper Training.

Item: An item is an object that can be used or consumed and can often be bought, sold, or traded. Key items, such as the Town Map, perform unique functions and cannot be bought or sold.

Judge: One of Professor Oak's assistants in the Route 11 gate (2F) will give you access to this function if you've caught enough Pokémon. The Judge function allows you to see the potential for each of your Pokémon's individual strengths in each stat—and see an evaluation of your Pokémon's overall potential. Stats that display Best have maximum individual strengths.

Level: The experience level of a Pokémon is indicated by a number from 1 to 100. As it levels up, a Pokémon may gain stat increases and learn new moves. Leveling up is achieved by gaining set amounts of Exp. Points or using a Rare Candy.

Love: Love is the level of affection a Pokémon feels toward you. It increases by having the Pokémon in your party for a long time, having it travel with you, using items on it, leveling it up, etc. A Pokémon with lots of love will get benefits in battle, such as a higher chance of scoring a critical hit or evading an attack.

Medicine: Medicine refers to items that you'll find in the Medicine Pocket of your Bag. These include items to restore HP or PP, such as Potions and Elixins, and items that help Pokémon recover from status conditions or fainting, such as Antidotes and Revives. Using a medicine item on your Pokémon in battle will take up a turn, preventing your Pokémon from using a mover that turn.

Mega Evolution: Mega Evolution is a powerful transformation that some Pokémon can undergo during battle. You must possess the correct Mega Stone as well as a Key Stone that can resonate with Mega Stones. The Pokémon's types and stats may change upon Mega Evolution. Move: A move is the primary action a Pokémon can take during a battle to either damage an opponent or help itself or an all ji in some way. A Pokémon can know up to four moves at a time. If a Pokémon already knows four moves, then it must forget an old move before it can learn a new move.

Nature: A permanent, unchangeable quality that each Pokémon has, Nature affects the growth of a Pokémon's stats, typically making one stat grow faster than average and another grow slower than average. The stat whose name appears in blue on the stat graph on the Summary screen is the one that has a decreased maximum value due to your Pokémon's Nature, and the one in pink has an increased maximum value. There are 25 different Natures, such as Adamant, Jolly, and Timid.

Original Trainer: The Trainer who first caught a Pokémon is known as its original Trainer—or OT. Pokémon traded away from their original Trainer will gain extra experience, but they might not obey a Trainer in battle if the Trainer hasn't gathered enough Gym Badges.

Paralysis: Paralysis lowers the Pokémon's Speed and causes moves to fail 25 percent of the time. This status condition does not go away on its own after the battle ends.

Partner Move Tutor: The Partner Move Tutor teaches moves that only your partner Pikachu or Eevee can learn.

Partner Power: A partner power is a special power your partner Pokémon can use during battle. It will trigger a special move (Pika Papow for Pikachu or Veevee Volley for Eevee) if your partner is the one battling—or railse all the stats of the battling Pokémon if your partner's just watching, Partner powers can only be used when your partner is feeling motivated—feed it Berries or play with it to increase the chances of your partner helping you with its special power.

Physical Move: Like a special move, a physical move deals damage. The damage dealt by a physical move is influenced by the Attack stat of the attacking Pokémon and the Defense stat of the defending Pokémon.

Poisoned: Being poisoned or badly poisoned reduces the Pokémon's HP at the end of each turn. The poisoned status condition does not go away on its own after the battle ends.

Poké Ball: A Poké Ball is an item used to catch wild Pokémon. There are different kinds of Poké Balls, such as Great Balls and Ultra Balls, and they vary in effectiveness. Poké Balls cannot be used in Trainer battles.

Pokédex: The Pokédex records every Pokémon a Trainer has seen, caught, or traded during an adventure. It may also refer to a printed guide containing data about each Pokémon.

Poké Mart: This blue-roofed type of shop can be found in most cities. They sell items useful for battle and for catching Pokémon. The number of items they carry will increase as you gather Gym Badges from Pokémon Gyms. Pokémon Center: This red-roofed type of facility can be found in most cities. You can come here to have your Pokémon healed—restoring their HP, allowing them to recover from faithine, and removing any status conditions.

Pokémon Day Care: The Pokémon Day Care (Route 5) is a facility where you can drop off your Pokémon to be cared for. They'll gain Exp. Points and may level up.

Pokémon Gym: Pokémon Gyms are facilities where aspiring Trainers go to test their skills. If you can impress a Gym Leader by defeating them in battle, they will give you a Gym Badge that indicates to others that you've been found worthy. With eight Gym Badges, you can challenge the Pokémon League.

Pokémon League: The Pokémon League is an organization that recognizes the most powerful Trainers in a region. You can become a Pokémon League Champion if you overcome certain challenges decided by the Pokémon League, including defeating the Elite Four.

PP- PP (Power Points) represents the number of times a Pokémon can use a particular move. If no PP remains for any of a Pokémon's moves, that Pokémon will use the move Struggle when it attacks. The items PP Max and PP Up can permanently increase the max PP of a move. During regular gameplay, PP can be restored by using items or when a Pokémon is healed at a Pokémon Center.

Range: Range describes the potential distance and scope that a move will target. The range for most attacks is to target a single Pokémon. Some moves, such as Surf, will target all Pokémon but the user, if used in a Double Battle, for example.

Same-Type Attack Bonus: The additional damage done when a Pokémon uses a damage-dealing move that matches its type—for example, a Fire-type Pokémon using the Fire-type move Ember—is known as a same-type attack bonus.

Secret Technique: A Secret Technique is a skill that your partner will learn at some point during your adventure. Each will help you along your adventure by allowing you to do something new, such as chop down thin trees, light up dark caves, etc.

Shiny Pokémon: Scarce and sought after, Pokémon with alternative coloration are known as Shiny. Whether a Pokémon is Shiny or not has no effect in battle.

Sp. Atk: The Sp. Atk (Special Attack) stat influences how much damage a Pokémon's special moves will do.

Sp. Def: The Sp. Def (Special Defense) stat influences how well a Pokémon can defend against special moves.

Special Move: Like physical moves, special moves deal damage. The damage dealt by a special move is influenced by the Sp. Atk stat of the attacking Pokémon and the Sp. Def stat of the defending Pokémon.

Species Strengths: Species strengths are the unique strengths of each species of Pokémon that determine the general range of stats for that species. A Pokémon's species strengths cannot be changed, but its stats will be affected further by its Go Power, individual strengths, and Nature.

Speed: The Speed stat influences which Pokémon acts first in battle.

Stat: A stat is any of the six primary factors that determine how a Pokémon will perform in battle. These six are HP, Attack, Defense, Special Attack (Sp. Atk), Special Defense (Sp. Def), and Speed.

Status Condition: A status condition is a temporary condition that affects how a Pokémon performs in battle. Some status conditions will go away on their own, while others must be healed with items or at a Pokémon Center.

Status Move: A status move is one that does not inflict direct damage but instead causes status conditions or other effects, such as boosting or lowering the stats of a targeted Pokémon.

Summary: The summary screen is an in-game feature that shows data on a Pokémon, including its stats, moves, level, original Trainer. Nature, and more.

TM: A TM (Technical Machine) is an item that can be used to teach moves to Pokémon. TMs can be used multiple times.

Turn: Each period in a battle where you or your Pokémon performs an action (performing a move, using an item, swapping Pokémon, etc.) is called a turn. For example, if a move says it has an effect for five turns, that means you or your Pokémon can act five times without the effect wearing off.

Type: Types interact like rock-paper-scissors, where certain types are stronger against other types. For example, Electric-type moves are strong against Flying-type Pokémon. A move usually has a single type. Pokémon may have one or two types.

Type Matchup Chart: A handy table—like the one to the right!—that shows the effectiveness of different types of moves against each Pokémon type.

Type Matchup Chart

Knowing the types of Pokémon is vital during battles. All Pokémon—and their moves—have types, and each type has to own strengths and weaknesses, as well as types it will simply deal regular damage for. This regular damage will be calculated using the Pokémon's stats and the move's power. These matchups are all shown in the table below.

As you continue on your adventure, you may notice that some Pokémon have two types. If a Pokémon has two types, the strengths and weaknesses of the types are both taken into account. They might multiply the damage the Pokémon takes, or they might cancel each other out. Turn back to page 123 if you need a review of how type matchups work!

Type	Effect
0	 Immune to damage-dealing Ghost-type moves.
(Cannot be burned.
0	Immune to Leech Seed. Immune to powder and spore moves.
0	 Cannot be paralyzed.
0	Cannot be frozen.
0	Cannot be poisoned or badly poisoned.
0	 Immune to Electric-type moves (including non-damaging moves, such as Thunder Wave).
0	 Immune to Ground-type moves (including non-damaging moves, such as Sand Attack).
0	 Immune to Fighting-type moves and damage-dealing Normal-type moves.
0	 Immune to damage-dealing Psychic-type moves.
0	Immune to Poison-type moves. Cannot be poisoned or badly poisoned.
0	 Immune to Dragon-type moves.

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		NORMAL	FIRE	WATER	GRASS	ELECTRIC	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	906	ROCK	GHOST	DRAGON	DARK	STEEL	FAIRY	
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	GRASS		Δ	•	_				_	•	_		<u>A</u>	•		Δ		A		
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	ICE		Δ	Δ	•		A			•	•					•		A		
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Key											
Super effective Moves will do 2x damage.	No weakness or resistance Moves will do the regular amount of damage.	Not very effective Moves will do 15 damage.	No effect Movis will do no demage.								
•	Noticon	_	×								

0	NORMAL	0	GRASS	0	FIGHTING	0	FLYING	0	ROCK	0	DARK
0	FIRE	0	ELECTRIC	0	POISON	0	PSYCHIC	0	GHOST	0	STEEL
0	WATER	0	ICE	0	GROUND	0	BUG	0	DRAGON	0	FAIRY



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Show your love for Pokémon with these exclusive *Pokémon: Let's Go, Pikachu!* and *Pokémon: Let's Go, Eevee!* stickers! All of the Kanto region's Pokémon Gym Badges are represented here, so use these stickers to celebrate your progress toward entering the Hall of Fame! Add Gym Badges to the back of your bookmark as you conquer each Gym Leader in your game, and you'll be Champion in no time!





Type Matchup Chart

ype	Effect
9	Immune to damage-dealing Ghost-type moves.
3	Cannot be burned.
3	Immune to Leech Seed. Immune to powder and spore moves.
9	Cannot be paralyzed.
3	Cannot be frozen.
9	Cannot be poisoned or badly poisoned.
9	Immune to Electric-type moves (including non-damaging moves, such as Thunder Wave)
)	Immune to Ground-type moves (including non-damaging moves, such as Sand Attack).
9	Immune to Fighting-type moves and damage-dealing Normal-type moves.
0	Immune to damage-dealing Psychic-type moves.
9	Immune to Poison-type moves. Cannot be poisoned or badly poisoned.
•	Immune to Dragon-type moves.

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		NORMAL	FIRE	WATER	GRASS	ELECTRIC	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL	FAIRY
1	NORMAL													_	×			_	
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Attacking Pokémon's Move Type	FIGHTING	•					•		A		A	A	A	•	×		•	•	À
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	FAIRY		_					•	A							•	•	A	

Key Super effective No weakness or resistance Not very effective No effect Norwisk is 2-c damage. Not very effective No effect. No effect Norwisk is 2-c damage. Now we do no damage.	uper effective No weakness or resistance Not very effective No effect	•		Noticon			Δ			3	×	
Key		Super effective Moves will do 2 x damage.				Not v Moves	ery effect will do list	tive tamage.				
					Key							

0	NORMAL	0	GRASS	0	FIGHTING	0	FLYING	0	ROCK	0	DARK
0	FIRE	0	ELECTRIC	0	POISON	0	PSYCHIC	0	GHOST	0	STEEL
0	WATER	0	ICE	0	GROUND	0	BUG	0	DRAGON	0	FAIRY